

The Complete Guide for Clash Royale

Welcome to the Guide for Clash Royale, which is all about Supercell's game! Based in the Clash of Clans universe, Clash Royale is a game where you collect cards and duel players in real time. Destroy your opponent's Crown Towers, but be sure to defend your own. See you in the arena!



Basics of Battle

You win a battle by destroying a greater amount of Crown Towers, which award Crowns, than the enemy.

If you destroy your opponent's King Tower, you get 3 crowns.

The battle ends when:

One player gets 3 crowns - destroys opponent's King Tower.

One player has more crowns than their opponent at the end of the normal 3-minute period.

A Crown Tower is destroyed in Overtime (with certain exceptions below)

The time limit (Battle + Overtime) runs out, and none of the above has occurred.

Winning battles makes you earn Trophies, which allow you to unlock new Arenas.

Arenas unlock new Cards and have increasing Chest Rewards, Victory Gold, and donation & request limits.

Battle

Players square off against live competition on tiny maps dotted by six buildings; three for each player: two Arena Towers and one King's Tower, respectively.

The objective of the battle is to destroy the other player's Crown Towers (the big towers) while protecting your own.

A player will do this by deploying troops from a deck of Cards (drawn from a Battle Deck that you've built) anywhere within an allowable area on the field - your territory.

Each card requires a certain amount of Elixir to deploy, but the player's Elixir regenerates quickly, so it is only ever moments away from deploying the next troop or spell.

More cards are collected by unlocking Chests won in battle or bought in the Shop, which in turn will unlock new cards that you can add to your Battle Deck and level up the cards you already have.

In the event of taking down an Arena Tower, spawnable territory on the opponent's side is opened, available for the player to deploy their Troop Cards to have an upper hand on the opponent.

While battling, you can communicate through "taunts", small messages that can be accessed by the speech bubble icon next to your deck. These include text messages like "Thanks!" or "Wow!", and emoji like pictures such as a crying or laughing king face.

Battle Deck



Your battle deck is the rotation of Cards you wish to have in battle.

To change these, you must tap the card you wish to add into your battle deck and tap, 'Use', before tapping the card that you would like removed from your battle deck.

After tapping 'Use', you can also rearrange the cards in the deck by dragging them around like apps on a home screen. This can be used to arrange cards by rarity or cost if one wishes so.

Under the cards in the deck, it will display the Average Elixir cost of all your cards. Occasionally, this can come in handy when deciding if your deck is suitable. For example, a deck with an average of 3.5 Elixir that is semi-powerful, is better than a deck with an average of 4.7 that is slightly more powerful, as the former allows you to deploy cards more often to counter enemy offenses and proceed with your offensive strategy.

The battle deck consists of 8 cards, so choose only the ones you will be using, otherwise that is misuse of a valuable card space.

Your first 4 cards are randomly selected.

You can save up to three battle decks using the numbered buttons in the top right corner of the battle deck interface.

The selected deck is the one you will use so check it out before you start a match.

Combat and Damage

Troops will automatically engage the nearest enemy of their target category if any such enemies are in its aggro range. The aggro range varies by troop and is not revealed in the troop's official stats. Once engaged, the troop will automatically follow and attack that target as long as possible.

Defensive buildings work just like troops, but they can't move.

Troops that are not attacking an enemy will keep moving towards the enemy side.

If a card does Area Damage, it can affect multiple targets at once. "Normal" damage is dealt to a single target.

Any negative effect you deal (damage, slowing down, immobilization) will not affect your own troops or buildings. Because of this, firing ranged weapons, bombs, or spells into a melee fight can be a very powerful and effective strategy.

Similarly, any positive effect you deal (enraging) will not affect opponent's troops or buildings.

It is entirely possible that two opposing troops destroy each other simultaneously.

Some spells deal damage when they are played. These will do 40% damage to Crown Towers.

When dealing damage with a spell, you must aim it correctly. The spells have a delay before they hit, so hitting moving targets can get tricky.

Arena Towers will also fire upon enemies, and their range approximately reaches the river in the middle of the arena. This gives the defender an additional edge in the fighting.

Your King Tower will also fire at enemies, but only after it is damaged, or one of your Arena Towers is destroyed.

When you place down troops, place troops that cover each other's weakness, like placing Prince with Valkyrie.

Winning

In order to win, you must destroy more crown towers than your opponent.

If you destroy the opponent's King's Tower, you win immediately.

It is entirely possible, but very rare, for the player and the opponent to destroy each other's King's Tower at exactly the same time, resulting in a 3 crown draw.

Usually you must destroy at least 1 of the Arena Towers in order to proceed to damaging King Tower.

This doesn't happen if two buildings are placed in front of the King's Tower, as a building-targeting troop such as a Golem will target the King's Tower after destroying these two buildings.

This puts the opponent at a disadvantage as the death damage of a Golem or a hit landed by a Hog Rider can activate the King's Cannon, once again giving a significant advantage.

The game will continue for 3 minutes. When the timer reaches 0, then the player who has destroyed more arena towers wins. Elixir generation is doubled after the first two minutes.

If both players have destroyed an equal number of Arena Towers at the 3-minute mark, a one minute overtime with sudden death starts. In overtime, the first player to destroy any tower immediately wins.

It sometimes (although extremely rarely) happens that both players destroy an Arena Tower at exactly the same moment in overtime. In this case, the overtime continues.

In a friendly battle and in tournaments, overtime lasts three minutes.

If the overtime also runs out, the game will end with a draw and neither player will gain or lose any of their Trophies, nor will they receive any Chests or Gold for the game.

After battle, the Crowns you earn go towards your Crown Chest, if you have one available, which you need ten Crowns to open.

The winner will receive Trophies, Gold, and any Chest (excluding Free and Crown chest).

If you do not have an open Chest slot, you will not receive a Chest. You can still receive Gold, however.

If you have already won 20 times throughout the course of the day, you will not receive Gold for subsequent wins until the next day.

Trivia

On 29/2/16, the March Update introduced the Deck Slots allowing the players to save up to 3 Decks.

On 3/5/16, the May Update let users rearrange cards in their Battle Decks by dragging them around after tapping the 'Use' button on a card not in the deck.

You can only use the taunt button 14 times per game.

The most expensive deck possible has an average Elixir cost of 7.0, while the cheapest deck possible has an average Elixir cost of 1.7.

If you have just begun playing the game, you can actually make a deck with under eight cards if you don't have eight cards yet.

Cards

General Information

Cards are the only method of deploying troops, spells, and buildings onto the battlefield.

Spells can be cast anywhere in the battlefield, while buildings and troops must be spawned on your territory

The only exceptions being the Miner as it drills underground to any point on the map, and The Log, a spell than can only be placed in your territory

Deploying cards costs Elixir, gradually gained during battle.

Cards can be obtained by buying them with Gold or finding them in assorted Chests.

Chests can always contain cards from Arenas that you have already passed.

Unlocking a new arena adds new cards to the Chest rewards - none are taken out.

If you received Chests in a lower Arena, it will only contain cards from that arena and below, even if you advance to a higher arena.

The only exceptions are the Free Chest and Crown Chest which can contain cards from the arena you open it in, even if you got the crowns in a lower or higher arena.

Once you have unlocked a Card, you don't have to unlock it ever again. Even if you donate your only copy of a recently unlocked card, you get to use the Card permanently.

Duplicate cards obtained will fill up an upgrade meter.

Once the meter is full, you can upgrade the card with Gold. Upgrading the card is an instantaneous process which takes no time.

If your card reached the max level, you can hold additional cards (100 for Commons, 10 for Rares, 1 for Epic and Legendary) for donations.

When even this meter is maxed out, each card received will give you a certain amount of Gold.

For cards, all health and damage stats are increased by roughly 10% per level.

Cards that are able to spawn troops, such as the Goblin Hut and Witch will have their spawned troop level increased by 1 per level.

There are 4 levels of rarity of cards: Common (signified by gray or pale blue), Rare (signified by orange), Epic (signified by purple) and Legendary (signified by a color rainbow).

Also see Rarity.

Each rarity has a different number of levels.

Common cards have 13 different levels.

Rare cards have 11 different levels.

Epic cards have 8 different levels.

Legendary cards have 5 different levels.

There are currently 58 cards available.

Trivia

On 29/2/16, the March Update added a new card rarity (Legendary) and 6 new cards (Poison, Ice Wizard, Royal Giant, Three Musketeers, Dark Prince and Princess).

On 3/5/16, the May Update increased the max level of common cards to 13 (from 12), the max level of rare cards to 11 (from 10), decreased the max level of

legendary cards to 5 (from 6) and reduced the amount of epic cards needed to upgrade from level 7 to level 8 to 200 cards (from 300).

All the players that had already upgraded their Epics to level 8 and Legendaries to level 6 received Gem refunds for every card over the cap.

You are guaranteed to get 1 Epic during the tutorial.

If you win a battle in another Arena, you could get a card from an Arena you have never reached, e.g. getting Fire Spirits from a chest by winning a battle in Arena 5 despite never reaching it.

Epics and Legendaries cannot be donated or requested.

Statistics

Level	Number of Cards Required for Upgrade			
	Common	Rare	Epic	Legendary
Unlock	1	1	1	1
2	2	2	2	2
3	4	4	4	4
4	10	10	10	10
5	20	20	20	20
6	50	50	50	N/A
7	100	100	100	N/A
8	200	200	200	N/A
9	400	400	N/A	N/A
10	800	800	N/A	N/A
11	1,000	1,000	N/A	N/A
12	2,000	N/A	N/A	N/A
13	5,000	N/A	N/A	N/A
Total	9,586	2,586	386	36

*The Total count of cards does not count the Unlock cards as they can be used to upgrade a card to Level 2. You can even donate the only card to unlock it and still be able to use the card at level 1.

Level	Gold Required for Upgrade			
	Common	Rare	Epic	Legendary
Unlock	N/A	N/A	N/A	N/A
2	5	50	400	5,000
3	20	150	2,000	20,000
4	50	400	4,000	50,000
5	150	1,000	8,000	100,000
6	400	2,000	20,000	N/A
7	1,000	4,000	50,000	N/A
8	2,000	8,000	100,000	N/A
9	4,000	20,000	N/A	N/A
10	8,000	50,000	N/A	N/A
11	20,000	100,000	N/A	N/A
12	50,000	N/A	N/A	N/A
13	100,000	N/A	N/A	N/A
Total	185,625	185,600	184,400	175,000

Level	XP Gained from Upgrade			
	Common	Rare	Epic	Legendary
Unlock	N/A	N/A	N/A	N/A
2	4	6	25	250
3	5	10	100	600
4	6	25	200	800
5	10	50	400	1,600
6	25	100	600	N/A
7	50	200	800	N/A
8	100	400	1,600	N/A
9	200	600	N/A	N/A
10	400	800	N/A	N/A
11	600	1,600	N/A	N/A
12	800	N/A	N/A	N/A
13	1,600	N/A	N/A	N/A
Total	3,800	3,791	3,725	3,250

Elixir

Summary

Elixir is produced gradually throughout the battle at a rate of 1 Elixir every 2.8 seconds.

Players can gain additional Elixir from the Elixir Collector.

It costs 5 Elixir and will produce 7 Elixir, so the player will gain a profit of 2 Elixir (if mirrored they will get only a profit of 1 Elixir).

Elixir is used when cards are placed down.

The player begins the game with 5 Elixir.

However, this is normally seen as starting with 6 or 7 Elixir as it starts to produce as soon as the timer starts, which is during the battle intro.

The player can only hold a maximum of 10 Elixir during battle.

During the battle, when there is 1 minute left, each player receives 1 extra Elixir, and Elixir production is doubled to 1 Elixir every 1.4 seconds.

If both players have the same number of crowns by the end of the double Elixir period, an additional minute of overtime will be added, with the double Elixir production.

Profit and Loss

Elixir level is just as important as other game mechanics like card placement and having a balanced deck.

Elixir is considered 'profited' when the player spends less Elixir than the opponent and the Elixir level grows beyond the opponent's.

It can also be gained through the Elixir Collector, as previously mentioned. With each Elixir Collector, the player will profit 2 Elixir.

If attacked by a Spell or other card, you may not profit as much, but it is usually also a drain on your opponent's Elixir.

Elixir is considered 'lost' when the player's Elixir dips below the opposing player's.

When the player has more Elixir than the opponent, in most situations the player can attack and defend much easier.

It's very hard to defend lots of troops/ high hitpoint troops with low Elixir.

It's also hard to attack since the other player can easily defend with lots of Elixir.

To gain Elixir, defend with cards that cost less than the opponent's attacking card.

Common examples are Skeleton Armies defending Giants (1 Elixir profit) and Arrows defending Minion Hordes (2 Elixir Profit).

It's also very important not to max on Elixir, as the player is unable to generate more Elixir.

This is especially true at the beginning of the game. If the players' max at 10 Elixir excessively, they are wasting Elixir that could be gained if a card is deployed. However, it is imperative to not rush decisions and make unnecessary placements.

If the player has 10 Elixir, deploy a troop at the back of the arena. This will help the player gain some Elixir over time to support the unit placed.

In Battle, players should never leave themselves with 0 Elixir. If an opponent initiates a strong offensive, a defending player with 0 Elixir may possibly lose a Crown Tower and open themselves to a 3 Crown defeat.



Trivia

The only way to increase Elixir production is with the Elixir Collector.

The Elixir used to accumulate in the background while resetting back to 10 just before reaching 11 when the elixir bar was full, so the two players' Elixir would always differ by a whole number. However, it no longer accumulates like this as of the Tournament Update, now immediately going back to a whole number when a troop is dropped at 10 Elixir.

Arenas



General Information

Arenas are unique battlegrounds that are unlocked as you increase your Trophy count.

Each arena will unlock new Card rewards, except for Legendary Arena.

Chests can always contain Cards from Arenas that you have already passed. Unlocking a new Arena adds new Cards to the Chest rewards - none are taken out.

If you received Chests in a lower arena, it will only contain Cards from that Arena and below, even if you advance to a higher arena.

The Goblin Stadium (Arena 1) unlocks the Shop and TV Royale.

You receive more Cards through chests with a higher Arena level.

It is possible for the player to be matched with someone in a higher Arena and obtain a chest from that Arena without actually being in that Arena.

The Arena is 32 tiles long at its longest point and 18 tiles wide, and it has two bridges. The bridges are 2 tiles wide in arenas 1-6 and 8, however in arenas 7 and 9, the bridges are 3 tiles wide.

This is proven by the fact 3x3 buildings can fit on the bridge after a tower has been destroyed.

At the start of the game, the system will "give" you 6 cards for the first battle at the Training Camp; they are Arrows, Fireball, Giant, Archers, Knight and Bomber.

Players can go 50 trophies lower than the promotion requirement of the same arena, without being demoted to the previous arena (e.g. You have to get to 400 trophies to get promoted to Bone Pit, but as long as you stay above 350 trophies, you will not be demoted back to Goblin Stadium).

Legendary Arena

The Legendary Arena is the last Arena in the game, being unlocked at 3,000 Trophies.

The Legendary Arena is unique in that it uses a new type of Trophy known as "Legend Trophies".

Legend Trophies are gained at the end of every Legendary Arena Season.

Each season lasts 14 days.

After a Legendary Arena Season has ended, the players' Trophy count will be reset to 3,000 trophies.

The Trophies that were deducted will be added to the player's Legend Trophy count.

Legend Trophies do not count towards your ranking in the Leaderboard.

Trivia

On 2/2/16, the February Update introduced Arena 7, the Legendary Arena, and removed the battle costs for Battles & Friendly Battles.

Previously, the Battle costs for the Arenas were: 1 Gold for the Goblin Stadium, 2 Gold for the Bone Pit, 3 Gold for the Barbarian Bowl, 4 Gold for P.E.K.K.A's Playhouse, 5 Gold for Spell Valley and 6 Gold for the Royal Arena.

On 9/2/16, the Chest Rewards & Card Balance changed the Arena 3-7 Chest rewards, containing more Cards & Gold, with a higher numbers of Gems.

On 29/2/16, the March Update introduced a new Arena, the Builder's Workshop at 1700 Trophies, and pushed the lower limit of Royal Arena to 2000 Trophies.

On 7/4/16, the new arena, Frozen Peak at 2300 Trophies was added and changed Legendary Arena number to 9 (from 8)

The tutorial arena Training Camp could reference the Army Camp building from Clash of Clans since it includes a wide array of troops.

Most Arenas are based around the cards they unlock, such as the:

Goblin Stadium, which unlocks 4 cards based on Goblins.

Bone Pit, which unlocks 5 cards based on Skeletons.

Barbarian Bowl, which unlocks 2 cards based on Barbarians.

P.E.K.K.A's Playhouse, which unlocks the P.E.K.K.A.

The fiery theme of P.E.K.K.A's Playhouse also hints at the fact that 2 fire-based cards are unlocked in that arena.

P.E.K.K.A's Playhouse shares its name with a single player map from Clash of Clans.

It also has a similar theme to the Clan War village layout in Clash of Clans.

Spell Valley, which unlocks 2 types of Wizard and 3 spells.

Builder's Workshop, which unlocks 2 buildings, and 2 other cards that fit the theme of the Arena.

Despite its namesake however, no actual Builder troop is unlocked.

Royal Arena, where 5 cards unlocked in this Arena are related to medieval royalty in some way.

Frozen Peak, which unlocks the Ice Spirit. However, despite the name, neither the Freeze nor the Ice Wizard are unlocked in this arena.

Legendary Arena, where Legendary cards can be purchased from the Shop while in this arena.

Players can play Training Camp to practice. In this game mode, players can verse AI-controlled Trainers. Players do not earn chests, gold, XP, or trophies. This can be done by tapping on the button next to the Average Elixir Cost under the Battle Deck section in the Card tab.

There are many different trainers in the Training Camp, which are listed here.

These trainers are able to use unique taunts such as "Well done!" or "Welcome to the show!", which both cannot be used by the player.

A different trainer will be assigned to the player based on their current trophy level. The trainer is also able to use cards the player may not have unlocked, for example, Trainer Grumpy at 1250-1350 trophies uses Wizards.

In the beginning of the game, you must beat the trainers 7 times to unlock multiplayer battles. Some of these trainers have towers with reduced hitpoints.

The Training Camp picture has many appliances used for training, such as the target supposedly used to train Archers.

In Training Camp, the kings have different reactions to when they take damage or if they lose a tower. For example, in training, the kings will scream "Hooray!" or "Ahha!" when they got attacked or their towers get destroyed. This is unlike regular matches and Friendly Battles, in which the king will cry, rage, or freak out.

The trainers will not use any legendary cards until the player reaches 3000+ trophies, which unlocks the Legendary Arena.

On 4/7/16, the July Update replaced the old Training Camp button with TV Royale and moved it to under the Battle Deck.

Training Camp

Trainers are available since the beginning of the game, where you must beat seven of them to unlock Multiplayer mode.

They upgrade/downgrade once you pass the indicated trophy threshold.

Nothing is gained or lost in Training Camp battles. The battles are just for practice.

Trivia

Trainers 1-9 do not meet the maximum amount of cards usable in a Battle Deck.

Trainers 1 and 2, Earl and Fikova, only use one card each.

Trainers 3 and 4, Mike and Klaus, only use two cards each.

Trainers 5 and 6, Teemu and Tim, only use five cards each.

Trainers 7, 8, and 9, Boris, Jonas, and George use seven cards each.

In addition to this, Trainers 1-5 have reduced Crown Tower hitpoints. Trainer 1 (Earl) has Crown Towers with 40% of the hitpoints of a level 1 Crown Tower, and Trainers 2-5 have Crown Towers with 60%, 60%, 80% and 80% hitpoints of level 1 Crown Towers respectively. The number of trainers in each arena varies depending on the arena. Goblin Stadium (Arena 1) has four trainers.

Bone Pit - Royal Arena (Arena 2-7) have three trainers for each Arena. Frozen Peak (Arena 8) and Tutorial (Training Camp) have seven trainers for each Arena.

Legendary Arena (Arena 9) has five trainers.

After trainer 13, Trainer Paul, the number of trophies needed to advance to the next trainer increases by 100 trophies ever trainer you ascend from.

None of the trainers ever use Legendary cards.

Trainers only use Epic cards unlocked below the Frozen Peak (Arena 8).

Tournament

Summary

Tournaments are a feature in Clash Royale that allows players to compete against each other in a short-term competition for Gold and Cards.

Once you have reached XP level 8, you'll be able to create or join tournaments.

Ranking higher in the tournament results in better rewards.

Starting and Participating

Gems are required to create a tournament.

The larger the size of the tournament, the higher the Gem cost. A larger tournament size will allow for more players to join the tournament and will provide larger rewards.

The creator himself pays the gems. Participants don't pay gems to enter the tournament.

There are lengths ranging from 1 hour to 3 days for a tournament, and a preparation time that is either 15 minutes or 2 hours long.

There are three options for making a tournament, a host may set:

Open - Where anyone can participate in the tournament

Password Protected - Where players must enter a password to join the tournament

Closed - Where no one can join the tournament

Players will join a pool. In that pool, only players participating in the tournament can battle each other.

Participants can battle others in the tournament at any time by pressing the Battle button in the Tournament interface.

Tournament battles have the same mechanics as regular battles except that there are caps on the levels of cards and Crown Towers (discussed below).

In Tournaments, there is a separate trophy system from the player's trophies. If you lose a battle in the tournament, you won't lose your real trophies, but you will lose tournament trophies. The number of tournament trophies a participant has determines his or her rank in the tournament. Tournament trophies are reset for every Tournament you join.

While not in battle, you can spectate players that are currently battling others in the Tournament, by tapping on the red button with an eye. This can be done even if you are not in the Tournament.

Tournament Standard Caps

Tournaments will use Tournament rules, just like in friendly battles.

This means that a player whose King level and/or card levels are higher than the caps will have his or her levels reduced to the cap. If the King level or card levels are lower than the cap, they will be unaffected.

King Level is capped at level 9. Because of this, each player's King and Arena Towers will be level 9 at most.

Common Cards are capped at level 9.

Rare Cards are capped at level 7.

Epic Cards are capped at level 4.

Legendary Cards are capped at level 1.

In addition, the length of overtime will be 3 minutes instead of 1, as in Friendly Battles.

Tournament Chests

Tournament Chests are won through ranking in a Tournament.

At the end of the Tournament, the top 3 participants will be given chests with a fixed number of cards which depends on the size of the tournament that was created by the host.

The second prize will contain two-thirds the number of cards that are in the top prize, whereas the third prize will contain half the number of cards that are in the top prize.

For any fixed rank (first, second or third), the amount of cards is proportional to the gem cost of the tournament.

For the larger sizes, the players who rank in the top 50% will also receive a prize. For the lower sizes, less players (40% for sizes 1 and 4; 45% for size 3; 46.7% for size 2) will receive a prize.

The amount of cards in this chest depends on that player's final rank in the tournament.

Once a Tournament Chest is won, it has to be opened before the player can participate in another tournament. They can take up to 14 days to open, but smaller chests will take less time to open. Like other types of Chests, the opening can be sped up with Gems.

The best tournament chests contain guaranteed Legendaries.

In addition to cards, Tournament Chests will also contain Gold. The amount of Gold in the chest can be anywhere between 5-7 times the number of cards in the chest.

The contents of cards in a Tournament Chest follow similar rules to a Magical Chest or Super Magical Chest, where every 5th card is a Rare and every 30th card is an Epic.

Trivia

The Tournaments were added to the game on 4/7/16 with the Tournaments Update.

The biggest prize a player can get in a tournament is a chest with 15,000 cards.

The player receives Gold for winning battles in tournaments.

If there are no matches in the tournament, the creator gets fully refunded the Gems paid to start the tournament.

There is an achievement where you have to host a tournament. The reward is 500 gems, which means the player can technically start a 100 member tournament for free!

Statistics						
Size Number	Card Prizes			Max Players	Total Tournament Chests	Creation Cost 
	Top Prize	Second Prize	Third Prize			
1	30	20	15	100	40	500
2	60	40	30	150	70	1000
3	120	80	60	200	90	2000
4	300	200	150	250	100	5000
5	600	400	300	300	150	10,000
6	1200	800	600	500	250	20,000
7	3000	2000	1500	600	300	50,000
8	6000	4000	3000	800	400	100,000
9	15,000	10,000	7500	1000	500	250,000

Cards Rewarded

Final Ranking	Tournament Size								
	100 Players	150 Players	200 Players	250 Players	300 Players	500 Players	600 Players	800 Players	1000 Players
1st	30	60	120	300	600	1,200	3,000	6,000	15,000
2nd	20	40	80	200	400	800	2,000	4,000	10,000
3rd	15	30	60	150	300	600	1,500	3,000	7,500
4th-10th	8	12	30	60	140	270	700	1,400	3,600
11th-20th	4	10	20	45	100	200	550	1,100	2,800
21st-30th	4	8	15	35	70	140	400	800	2,100
31st-40th	4	8	10	30	55	100	270	550	1,600
41st-50th	0	4	8	25	40	75	180	390	1,100
51st-60th	0	4	8	20	30	50	130	270	800
61st-70th	0	4	4	15	20	35	90	180	500
71st-80th	0	0	4	12	15	25	60	130	360
81st-90th	0	0	4	10	12	20	45	90	240
91st-100th	0	0	0	8	10	15	30	65	180
101st-150th	N/A	0	0	0	8	12	20	45	120
151st-200th	N/A	N/A	0	0	0	10	14	30	90
201st-250th	N/A	N/A	N/A	0	0	8	10	20	60
251st-300th	N/A	N/A	N/A	N/A	0	0	8	15	40
301st-350th	N/A	N/A	N/A	N/A	N/A	0	0	10	30
351st-400th	N/A	N/A	N/A	N/A	N/A	0	0	8	20
401st-450th	N/A	N/A	N/A	N/A	N/A	0	0	0	14
451st-500th	N/A	N/A	N/A	N/A	N/A	0	0	0	10

King's Tower



"The King's Tower is the most important tower in a battle; don't let the enemies get to it! If it is destroyed, you lose immediately!"



Idle Mode

Defense Mode

Summary

The level of your Tower is equivalent to your King Level.

The King's Towers' hitpoints and damage are increased by approximately 7% per level.

The King's Tower is not able to attack until it is damaged or the player's Arena Tower is destroyed.

The Tower's defense is a cannon, which can target air and ground troops.

The King's Tower is classified as a building and will be targeted by Giants, Royal Giants, Lava Hounds, Hog Riders, Balloons and Golems directly.

The King's Tower, along with the Arena Towers, receives 60% reduced damage from spells and the Miner.

The King's Tower can be strengthened by Rage.

When using splash spells (Fireball, Arrows), don't hit the King's Tower, as you will activate the king before you destroy a tower, giving the defender a significant advantage.

Trivia

In the May Update, the King Tower's range was reduced to 7 (from 8) but its effective range was unchanged.

The King's Tower and the Arena Towers are collectively referred to as "Crown Towers".

A 3 Crown draw can be attained when both King's Towers are destroyed at the same time, though it is quite rare.

Oddly, the King Tower's cannon does less damage than the Arena Towers' bows for all levels except level 1.







Although Cannons themselves can only target ground, the King Tower's cannon can target both air and ground. This might be because the cannon is elevated.

When the King's Tower is activated and starts defending, the King will pull a lever next to him which will activate the cannon.

The level 13 King's Tower has less hitpoints than a level 8 Golem.

If two buildings are placed in front of the King's Tower, a building-targeting troop such as a Golem will target the King's Tower after destroying these two buildings. This puts the opponent at a disadvantage as the death damage of a Golem (or a hit landed by a Hog Rider) can activate the King's Cannon, once again giving a significant advantage.

According to Clash Royale FAQ, it is said that the King uses Elixir based beard oil with pine scent to keep his perfect facial hair.

Statistics		
Hit Speed 	Range 	Target 
1 sec	7	Air & Ground
Level 	Hitpoints 	Damage 
1	2,400	50
2	2,568	53
3	2,736	57
4	2,904	60
5	3,096	64
6	3,312	69
7	3,528	73
8	3,768	78
9	4,008	83
10	4,392	91
11	4,824	100
12	5,304	110
13	5,832	121

Arena Towers



Summary

Each player has a pair of Arena Towers on their respective side of the map, one on the left and one on the right of the King's Tower.

Each Arena Tower is 3 tiles from the side of the Arena and 4 tiles from the back (the Arena is 18 tiles wide, 36 tiles long).

Destroying an opposing Arena Tower awards you a Crown, and grants you territory which cards can be cast upon.

The level of your Towers is equivalent to your King Level.

The Arena Tower's hitpoints and damage are increased by roughly +8% per level from levels 1 to 9 and roughly +10% per level from levels 10 to 13.

Since card damage and health increases by +10% per level, maxed level 13 gameplay is practically identical to maxed level 9 tournament gameplay. At lower levels Arena Towers are slightly stronger compared to cards.

For example, an Arena Tower will kill a same level Knight in 14 shots at levels 1-3, 15 shots at levels 4-7, and 16 shots at levels 8-13. A level 1 Rocket will take 17.2% of the health of a level 3 Arena Tower while a maxed Rocket will take 19.5% of the health of a maxed Arena Tower.

The Arena Tower is a ranged tower that deals damage to opposing troops and can attack both air and ground units.

The Arena Towers are classified as a building and will be directly targeted by Giants, Royal Giants, Balloons, Hog Riders, Golems and Lava Hounds.

Arena Towers, along with the King's Tower, receive 60% reduced damage from spells.

They also receive 60% reduced damage from the Miner.

The Arena Towers attack speed can be increased by the Rage.

The Arena towers also have 0.5 more range than the King Tower.




Trivia




The Arena Tower resembles the Archer Tower in Clash of Clans.

According to one of the Loading Screen Hints in-game, the Arena Towers are guarded by the King's Princesses.

However, they have decreased range versus a normal Princess.

Statistics

Hit Speed 	Range 	Target 
0.8 sec	7.5	Air & Ground

Level 	Hitpoints 	Damage 
1	1,400	50
2	1,512	54
3	1,624	58
4	1,750	62
5	1,890	67
6	2,030	72
7	2,184	78
8	2,352	84
9	2,534	90
10	2,786	99
11	3,052	109
12	3,346	119
13	3,668	131

Troop Cards

Training Camp

Knight



"A tough melee fighter. The Barbarian's handsome, cultured cousin. Rumor has it that he was knighted based on the sheer awesomeness of his mustache alone."

Summary

The Knight is unlocked from the Training Camp (Tutorial).

He is a single target, melee troop with high hitpoints and moderate damage.

A Knight card costs 3 Elixir to deploy.

The Knight wields a long sword and has an amazing mustache, as the description states.

Strategy

Due to the low Elixir cost and medium health and damage, the Knight is a good option to use with the damage dealing offense.

Alternatively, the Knight can be used to back up higher hitpoint troops, such as the Giant Skeleton or Giant.

Use the Knight as a meat shield for smaller troops, as it has fairly high hitpoints.

The Knight can only target one target at a time. Using cards such as Skeleton Army or Skeletons will distract and overwhelm the Knight.

With moderate hitpoints and damage, he can be played both offensively and defensively.

He can survive a hit or two from a Prince, although Barbarians are still recommended over a Knight.

He can be supported with Skeletons and Goblins to deal quick and great damage. This combo is not only cheap, but versatile. It also gives you enough time and Elixir to defend against your opponent. Deploy a splash troop like the Bomber in case the combo fails.

Trivia

On 18/5/16 a Balance Update increased the Knight's hitpoints by 10%.










From the Knight's description, Knights and Barbarians are said to be distant cousins, due to their physical similarities, and especially their awesome mustaches.





When a Knight is defeated, his fallen sword is embedded in the Arena's ground, similar to the Dark Prince whose weapon is dropped, but not kept in the ground.

When the Knight attacks, he will say things like, "Rrrah!" or "Ha-ha!" or "Heok!"

In the tutorial, he is the first card you are told to use.

Statistics

Hit Speed 	Speed 	Deploy Time 	Range 	Target 	Cost 	Count 	Type 	Rarity 
1.1 sec	Medium	1 sec	Melee	Ground	3	x1	Troop	Common

Level 	Hitpoints 	Damage 	Damage per second 
1	660	75	68
2	726	82	74
3	798	90	81
4	877	99	90
5	963	109	99
6	1,056	120	109
7	1,161	132	120
8	1,273	144	130
9	1,399	159	144
10	1,537	174	158
11	1,689	192	174
12	1,854	210	190
13	2,039	231	210

Giant



"Slow but durable, only attacks buildings. A real one-man wrecking crew!"

Giant

Summary

The Giant is unlocked from the Training Camp (Tutorial).

He is a single target, melee troop with high hitpoints.

The Giant solely targets buildings, such as Crown Towers.

A Giant card costs 5 Elixir to deploy.

He wears a large, brown, cloth coat and has ginger sideburns and bushy eyebrows with blue eyes.

Strategy

The Giant is effectively used as a shield for other troops. He can soak the damage of enemy troops while other units deal damage.

Dealing with an opposing Giant that is paired with another troop can be difficult. You must wait for the troop(s) to cross the river, then take them out with an appropriate troop. Don't forget to deal with the Giant right after, or distract him with some buildings to give your Crown Towers more time to take him out.

Keep in mind that "waiting" like this gives the enemy more time to add more strength to their push.

A good way to eliminate the Giant is by using high damage troops like the Mini P.E.K.K.A. and Prince, or using swarms of troops like the Skeleton Army or Minion Horde. If the enemy has low hitpoint troops behind the Giant, you can use Arrows to eliminate them, and then deploy any of the above-mentioned cards.

The Witch is also a good way to eliminate the Giant. While her damage is very low, she continuously spawns Skeletons that can build up to enormous strength. The Skeletons can then produce a counter-push.

One of the most effective counters is the Inferno Tower, which can eliminate a Giant in seconds.

When using the Inferno Tower, remove small troops surrounding the Giant first, as it will distract the Inferno Tower. Also, be careful of Zap, Ice Spirit, and Freeze, because they can reset the Inferno Tower's damage.

An overlooked Giant attacking a Crown Tower can easily take it down by his own.

The Giant can be easily distracted by placing a building in the center, such as the Tombstone, as it allows both Arena Towers to attack the Giant. Once the Tombstone is destroyed, the 4 Skeletons spawned will aid in eliminating the Giant.

A Giant can be used to protect troops from spawners, like Spear Goblins from the Goblin Hut.

When a Crown Tower starts targeting a Giant, it will not switch targets until the Giant is dead.

This makes using a Goblin Barrel when the Crown Tower is focused on a Giant very effective, as the Giant's large number of hitpoints will allow the Goblins to deal immense damage.

Placing a Prince behind a Giant is a good idea since the Prince's charge speed will speed up the Giant.

Remember to support them with a troop or spell that does splash damage, as both the Prince and the Giant are weak against swarms of troops.

Countering a spawner with a Giant is not a good idea, as he will let the troops build up to a strong push.

Support the Giant with area damage troops, such as a Valkyrie, Wizard or Princess to eliminate these spawned troops.

The Giant has the second best health-to-cost ratio out of any units, second only to a Golem plus its Golemites, but the Giant costs only 5 Elixir. This makes it more disposable and gives the player more Elixir to build up a strong push.

If you have nothing else to defend with, a Giant can counter a Giant Skeleton that had reached the tower since it has high health, a big hitbox, and a preference for buildings. Deploying the Giant in front of the Crown Tower re-aggroes the Giant Skeleton, and since it is slow, it will "drag" the Giant Skeleton away from the tower, easily avoiding the humongous death damage that the Giant Skeleton can deal.

Trivia

On 9/2/16, the Chest Rewards & Card Balance Update increased the Giant's hitpoints by 5%.














On 23/3/16, a Balance Update increased the Giant's damage by 5%.

The Giant and his targeting system are similar to those of his counterpart in Clash of Clans.

The Giant's patch on his right shoulder is the same as the Level 1 Giant in Clash of Clans.

However, he attacks all buildings, not just defenses. For example, he will willingly attack a spawner like the Goblin Hut over a defense like a Cannon if it's closer.

The Clash Royale player Jason won the Helsinki tournament undefeated, using a deck based on the Giant.

Statistics								
Hit Speed	Speed	Deploy Time	Range	Target	Cost	Count	Type	Rarity
 1.5 sec	 Slow	 1 sec	 Melee	 Buildings	 5	 x1	 Troop	 Rare
Level	Hitpoints	Damage	Damage per second					
 1	 2,000	 126	 84					
2	2,200	138	92					
3	2,420	152	101					
4	2,660	167	111					
5	2,920	183	122					
6	3,200	201	134					
7	3,520	221	147					
8	3,860	243	162					
9	4,240	267	178					
10	4,660	293	195					
11	5,120	322	214					

Bomber



"Small, lightly protected skeleton that throws bombs. Deals damage that can wipe out a swarm of enemies."

Summary

The Bomber is unlocked from the Training Camp (Tutorial).

It is an area damage, medium ranged troop with low hitpoints and moderate damage.

A Bomber card costs 3 Elixir to deploy.

The Bomber's appearance looks similar to that of a Skeleton, the exceptions being that it carries a black bomb and wears a blue cap with golden-rimmed pilots' goggles

Strategy

The Bomber can be used as a defensive troop, being able to take out Skeletons, Skeleton Army, Goblins and Spear Goblins more effectively than most other cards.

Archers and Barbarians take multiple hits for the Bomber to eliminate, so when engaging these targets with the Bomber make sure to provide protection like a Knight or a Giant.

It is also useful to defend high hitpoint troops against hordes of low health ground enemies, e.g protecting Giants against an opposing Skeleton Army.

The Bomber cannot attack air units, making them vulnerable against Minions and flying troops. However, when using the Bomber you can place protective troops such as the Giant or the Baby Dragon.

As a very light troop, the Bomber can be practically pushed by almost any other troop in the game. In particular, Spear Goblins can push the Bomber at their pace. Together they can engage targets within their comfortable range, making for a quick ranged point-target and splash damage backup for your other troops across the river, or even a quick and small Arena Tower push.

Even though it has low hitpoints, it is able to survive Arrows of a similar level. Therefore, using any other spell is a waste of elixir, as wasting a Fireball or Lightning Spell to damage a Bomber results in an Elixir advantage for the opposition. You must use either air troops or high damage/high hitpoint troops.

The Bomber can also be used to take out moderate hitpoint troops such as Mini P.E.K.K.A.s if deployed correctly.

The Bomber is interchangeable with Wizard, based on the player's taste and tactics.

The Bomber has a bigger splash radius than the Wizard, making him a more suitable choice to destroy hordes of ground troops. However, he cannot attack air troops.

Trivia

On 2/2/16, the February Update increased the Bomber's hit speed to 1.9 sec (from 2 sec).

On 3/5/16, the May Update fixed the "range bug" and decreased the Bomber's range to 4.5 (from 5) but its effective range is unchanged.

On 18/5/16, a Balance Update increased the Bomber's damage by 10%.

On 4/7/16, the Tournaments Update increased the Bomber's damage by 9%.

One of the loading screen hints states, "One day, Wall Breakers realized that they could do a lot more damage if they THREW the bomb rather than sat beside it. Imagine that..."

This is an allusion to Clash of Clans, as Wall Breakers sacrifice themselves to destroy walls, while Bombers throw explosives from a distance, out of harm.

However, this loading screen tip disappeared.[confirmation needed]

Bombers are a variation of the Wall Breakers in Clash of Clans.










The bomb he carries is also similar to the Wall Breaker's bomb.





The Bomber's bomb doesn't appear to be lit.

The Bomber is one of the 9 cards associated with Skeletons.

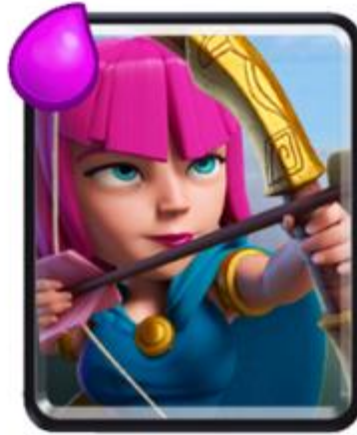
His bomb is bigger in the game than in the picture.

Statistics

Hit Speed 	Speed 	Deploy Time 	Range 	Target 	Cost 	Count 	Type 	Rarity 
1.9 sec	Medium	1 sec	4.5	Ground	3	x1	Troop	Common

Level 	Hitpoints 	Area Damage 	Damage per second 
1	150	120	63
2	165	132	69
3	181	145	76
4	199	159	83
5	219	175	92
6	240	192	101
7	264	211	111
8	289	231	121
9	318	254	133
10	349	279	146
11	384	307	161
12	421	337	177
13	463	370	194

Archers



"A pair of unarmored ranged attackers. They'll help you with ground and air unit attacks, but you're on your own with coloring your hair."

Summary

The Archers are unlocked from the Training Camp (Tutorial).

It summons 2 single target, medium ranged Archers with medium hitpoints and low damage.

An Archers card costs 3 Elixir to deploy.

They wield a bow and bear an aqua-blue/red (color depends on side of Arena) cape and an emerald green dress.

Strategy

Archers are effective at supporting high hitpoint troops, such as Giants.

They can be used effectively to counter low hitpoint troops like Minions, Spear Goblins and Goblins.

Placed properly and with the help of Crown Towers, they can also counter slightly higher hitpoint cards like the Mini P.E.K.K.A.

Archers can be countered with minor troops and the defensive support of the player's Crown Towers. Wait for the Archers to come to the player's territory, spawning low hitpoint troops to distract them.

Combined with the Zap, they can easily eliminate a Minion Horde, which can usually survive a Zap.

Archers and Bombers work very good behind tanks.

Trivia

On 23/3/16, a Balance Update made their initial attack quicker (like Spear Goblins).

On 3/5/16, the May Update fixed the "range bug" and decreased the Archer's range to 5 (from 5.5) but their effective range is unchanged.










She sports an unusual magenta colored haircut, which is included as a joke in her description.

Sometimes, the player will hear the original Archer deployment sound from Clash of Clans when Archers are placed.

Level 12 Archers can survive 1 hit from a level 1 Mini P.E.K.K.A.

Unlike their counterparts from Clash of Clans, their cape is blue/red instead of green.

Statistics

Hit Speed 	Speed 	Deploy Time 	Range 	Target 	Cost 	Count 	Type 	Rarity 
1.2 sec	Medium	1 sec	5	Air & Ground	3	x2	Troop	Common

Level 	Hitpoints 	Damage 	Damage per second 
1	125	40	33
2	137	44	36
3	151	48	40
4	166	53	44
5	182	58	48
6	200	64	53
7	220	70	56
8	241	77	64
9	265	84	70
10	291	93	77
11	320	102	85
12	351	112	93
13	386	123	102

Musketeer



"Don't be fooled by her delicately coiffed hair, the musketeer is a mean shot with her trusty boomstick."

Summary

The Musketeer is unlocked from the Training Camp (Tutorial).

She is a single target, medium ranged troop with both moderate hitpoints and damage.

A Musketeer card costs 4 Elixir to deploy.

The Musketeer has a high damage output, but relatively few hitpoints.

The Musketeer has purple combed hair, a musket, and a metal helmet with a tiny crater on it.

Strategy

The Musketeer can be used to backup higher hitpoint troops such as Giants. In fact, this is a deadly push as overlooking it can get you a three-crown loss.

As the Musketeer can target both air and ground troops, she is a powerful substitute to Archers, albeit at the price of a higher Elixir cost.

Her long range allows the Musketeer to help attack from a distance without engaging the defending troops.

The Musketeer's long range (6 tiles) is effective against Crown Towers, as the King's Tower will be unable to target her if she is attacking an Arena Tower.

The Musketeer is an effective counter to the Cannon. Due to her long range, she can outrange the Cannon and destroy it unharmed.

She is a good counter to the Baby Dragon, as she can destroy it on her own.

Due to being a single target cards, cheap cards like Skeletons and Goblins can take her out quickly, if unaccompanied.

Musketeers are extremely effective against Balloons as their slow movement speed enables her to land enough shots to destroy them before they reach a Crown Tower, assuming she is deployed before the Balloon crosses the bridge.

Trivia

On 9/2/16, the Chest Rewards & Card Balance Update decreased the Musketeer's damage by 25% and her Elixir cost to 4 (from 5).

On 19/2/16, the Balance Update increased the Musketeer's damage by 11%.














On 3/5/16, the May Update fixed the "range bug" and decreased the Musketeer's range to 6 (from 6.5) but her effective range is unchanged.

The Musketeer's face is very similar to the Archer's face, and her purple hair is similar to the level six Archers in Clash of Clans.

If you mirror a Musketeer, you used as much Elixir as if you had used the Three Musketeers, but it will only give 2 Musketeers.

"Boomstick" may be a reference to the movie Army of Darkness.

The Musketeer wears a red cape in her card picture. However, this feature does not appear in the game

Statistics								
Hit Speed	Speed	Deploy Time	Range	Target	Cost	Count	Type	Rarity
 1.1 sec	 Medium	 1 sec	 6	 Air & Ground	 4	 x1	 Troop	 Rare
Level	Hitpoints	Damage	Damage per second					
 1	 340	 100	 90					
2	374	110	100					
3	411	121	110					
4	452	133	120					
5	496	146	132					
6	544	160	145					
7	598	176	160					
8	656	193	175					
9	720	212	192					
10	792	233	211					
11	870	256	232					

Mini P.E.K.K.A.



"The arena is a certified butterfly-free zone. No distractions for P.E.K.K.A, only destruction."

Summary

The Mini P.E.K.K.A. is unlockable from the Training Camp (Tutorial).

It is a single target, melee troop with moderate hitpoints and high damage.

A Mini P.E.K.K.A card costs 4 Elixir to deploy.

It wears grey metal armor, and wields a huge sword. Its horns are bright blue/red (color depends on side of Arena), along with its visor.

Strategy

If left unanswered, the Mini P.E.K.K.A. can devastate a tower, dealing high damage or destroying it.

It can be used in affiliation with high hitpoint troops, such as the Giant, so the Giant takes the oncoming hits while the Mini P.E.K.K.A. deals damage.

This combo can wreck your towers very quickly if not countered, such as with swarms.

When placed correctly, Bombers, Archers, and Spear Goblins are capable of eliminating a Mini P.E.K.K.A.

It is weak against swarm units, like Skeletons or Goblins.

To counter this weakness, you can pair it with a Valkyrie. They cover each other's weakness. The Mini P.E.K.K.A is weak to swarms of lower hitpoint troops while the Valkyrie cannot take out high hitpoint troops.

They are, however, both vulnerable to air troops like Minions, so back them up with troops that target air like Musketeers or Spear Goblins. The Fire Spirits work exceptionally well, as they will quickly eliminate the Minions or a Minion Horde for only 2 Elixir more.

They are easily countered by separating them from each other.

Defensively, the Mini P.E.K.K.A. can be used to annihilate enemy troops that target the player's Crown Tower (for example Giant and Hog Rider) due to its very high damage output.

A very deadly combo is Miner and Mini P.E.K.K.A. The Miner takes the shots while the Mini P.E.K.K.A. does the damage. This can easily take a tower. Additionally, due to the cheapness of this combo, it is very widely used.

Many players tend to use small units against the Mini P.E.K.K.A., so use this habit to your advantage by assisting it with Zap and Princess.

Trivia

On 9/2/16, the Chest Rewards & Card Balance Update increased the Mini P.E.K.K.A.'s hitpoints by 3%.

On 3/5/16, the May Update allowed it to be affected by pushback.

The Mini P.E.K.K.A.'s sound effect when deployed was also changed.

Its description is a reference to the Clash of Clans P.E.K.K.A. commercial.

Even though it states that the arena is a butterfly-free zone, a butterfly can be seen flying in the Training Camp (Tutorial) picture.










It is the one of the two troops that are "miniature" versions of another troop in Clash of Clans (Mini P.E.K.K.A. - P.E.K.K.A. and Baby Dragon - Dragon).

When compared to the regular P.E.K.K.A., the Mini P.E.K.K.A. has less health, a faster deploy time, moves faster and is significantly cheaper, but its Damage per Hit and Damage per Second are similar.

On looks alone, it has a different color scheme in its picture, and also only has one eye.

On the App Store photo preview, the Mini P.E.K.K.A is portrayed as an Epic card instead of a Rare card.

Statistics

Hit Speed 	Speed 	Deploy Time 	Range 	Target 	Cost 	Count 	Type 	Rarity 
1.8 sec	Fast	1 sec	Melee	Ground	4	x1	Troop	Rare

Level 	Hitpoints 	Damage 	Damage per second 
1	600	325	180
2	660	357	198
3	726	393	216
4	798	432	240
5	876	474	263
6	960	520	288
7	1,056	572	317
8	1,158	627	348
9	1,272	689	382
10	1,398	757	420
11	1,536	832	462

Baby Dragon

Summary



"Flying troop that deals area damage. Baby dragons hatch cute, hungry, and ready for a barbeque."

The Baby Dragon is unlocked from the Training Camp (Tutorial).

A Baby Dragon card costs 4 Elixir to deploy.

It is an area damage, short ranged, flying troop with both moderate hitpoints and damage.

Strategy

Receiving a Baby Dragon right after finishing the Tutorial is a big advantage for Goblin Stadium, since only a few enemies can attack it.

Its attacks deal area damage, so it can easily defeat Archers, Spear Goblins and Skeletons from the Witch or the Skeleton Army.

The Baby Dragon's area damage allows it to effectively support and protect key units such as the Giant and the Giant Skeleton from mass, low-hitpoint units that will deal high damage.

This is more effective due to its ability to fly, allowing it to attack without endangering itself.

The Baby Dragon is quite easy to counter, as it does very low damage. One of the most effective counters is to use a single Musketeer as her firepower is enough to take on the Baby Dragon alone.

Other counter cards include Archers, surrounding with Minions, or an opposing Baby Dragon. After the Baby Dragon has locked on to the tower, Spear Goblins can also work.

If split, Archers can take it out as the Baby Dragon won't splash on to the second Archer.

Another counter to the Baby Dragon is the Inferno Tower. Because the Inferno Tower's damage intensifies overtime against higher health units, it will take down the Baby Dragon with ease, without taking much damage in return.

Remember not to use swarms of low hitpoint troops to counter the Baby Dragon, as they will all be eliminated.

Baby Dragons are great allies with Spear Goblins. The Baby Dragon's high health and fast speed allow the Spear Goblins to damage Crown Towers while the Baby Dragon takes the Crown Tower's shots.

The Baby Dragon is a relatively high hitpoint troop, but it does very little damage. At higher levels it almost becomes obsolete as a single Crown Tower can destroy it while taking little to no damage.

You can pair the Baby Dragon with the Prince. The Baby Dragon takes out the swarms of low hitpoint troops while the Prince charges at the Arena Towers. This is extremely effective at lower levels as most troops early on can not target the Baby Dragon.

However, this combo can be defeated with Barbarians.

The Baby Dragon also can weaken Barbarians, allowing your crown tower to take care of them.

You can use a Lava Hound in front of a Baby Dragon so that it can survive longer, if possible.

Trivia

On 3/5/16, the May Update fixed the "range bug" and decreased the Baby Dragon's range to 3 (from 3.5) but its effective range is unchanged.

The Baby Dragon is a smaller and weaker version of the Dragon from Clash of Clans.










Dragons are not in the game, possibly meaning it is less tame than the Baby Dragon and/or too large to be kept inside the Arena.

It is the one of the two troops that are "miniature" versions of another troop in Clash of Clans, the other being the Mini P.E.K.K.A. They are smaller versions of the Dragon and P.E.K.K.A. respectively.

In Clash of Clans, the Baby Dragon was released along with the Miner. In the Clash of Clans news, settings, where the update was shown, the Baby Dragon looked like the opponent-view Baby Dragon from this game. In the Baby Dragon info screen of Clash of Clans, the Baby Dragon looks slightly different.

The Baby Dragon is one of the troops that inspired a troop in Clash of Clans, the other being Miner. However, both are slightly different from their Clash counterparts in both looks and abilities.

Statistics

Hit Speed 	Speed 	Deploy Time 	Range 	Target 	Cost 	Count 	Type 	Rarity 
1.8 sec	Fast	1 sec	3	Air & Ground	4	x1	Troop	Epic

Level 	Hitpoints 	Area Damage 	Damage per second 
1	800	100	55
2	880	110	61
3	968	121	67
4	1,064	133	73
5	1,168	146	81
6	1,280	160	88
7	1,408	176	97
8	1,544	193	107

Prince



"Don't let the little pony fool you. Once the Prince gets a running start, you WILL be trampled. Does 2x damage once he gets charging."

Summary

The Prince is unlocked from the Training Camp (Tutorial).

He is a single target, short range troop with high hitpoints and very high damage.

A Prince card costs 5 Elixir to deploy.

The Prince resembles a knight in shining golden armor, carries a blue-white striped lance as his weapon, has a brown beard and rides on a pony.

He has a special ability: as the Prince continues to run, he will gain speed and will start charging. Upon hitting a troop or building he will deal 2x damage while immediately losing the speed bonus. However, he can regain it if he starts to move again.

Strategy

The Prince is best used as an attacking troop - with his ability, the Prince can take down enemy Crown Towers with ease. Use this with other troops to your advantage.

Due to the Prince's speed when he is using his special ability, he is good for early offensive attacks.

The Prince can be effectively paired with the Witch. Due to the Witch's splash damage and her capability to attack air troops, she can cover the Prince's weaknesses and be a very difficult combo to defeat without a large use of Elixir.

The Prince can also be paired with high hitpoint troops, such as the Giant. The Giant will soak up the hits while the Prince inflicts damage. However, without support from area damage troops, this combo can easily be taken down by the Skeleton Army or Minion Horde.

The Prince paired with the Dark Prince is immensely effective, as the Dark Prince can eliminate opposing low hitpoint troops, while the Prince charges towards the enemy Tower. But it is still vulnerable to air troops, so use a spell.

Another strategy is to pair a Prince with a Mini P.E.K.K.A., as the Mini P.E.K.K.A. pushes the prince along and causes the Prince's ability to activate a lot quicker. This is also a 'damage powerhouse' technique, as the combined strength of the two is very great. However, this should be used with caution, as this strategy is easily overwhelmed, and is completely vulnerable to flying troops.

Swarm the Prince with cards which summon units in large numbers, such as the Skeleton Army. It will outnumber the Prince, and because of his slow attack speed, he will quickly be defeated.

Alternatively, you can use the normal Skeletons and do immense damage by pulling the Prince and distracting him, letting other troops and

Crown Towers attack him, which means you can have a huge 4 Elixir advantage for a counter-push.

Always be prepared when a Prince is placed at the rear of the arena. Highly dangerous back-up for the Prince can easily cause a 3 crown loss. Combined with splash support and tanks, he is unstoppable.

A Tombstone can also be used to defeat the Prince. If a Tombstone is placed in the path of a charging Prince, the Tombstone will be destroyed and the 4 spawned Skeletons from its destruction can easily take out the Prince.

However, the Prince in concert with the Dark Prince is a deadly force. If the opponent defends with a Tombstone, the Prince can destroy the building and the Dark Prince can eliminate the spawned Skeletons, and additional low hitpoint troops deployed by the opponent.

The Freeze can also be used to counter the Prince, as the Prince can be frozen and allow the player to deploy units to eliminate him, without risking the chance of the Prince dealing immense damage to the player's Crown Tower and troops.

Alternatives to a Freeze spell could be the Zap or the Ice Spirit.

Never leave an opposing Prince alone. His high damage, combined with his double damage charge ability, can allow him to easily take down a Crown Tower alone.

Take note that the Prince will damage his target instantly after completing his charge, so do not let him reach your Towers!

He is a great card to deploy when the opponent has little Elixir left to counter him, as he will quickly get to the opposing Crown Tower. However, during the double Elixir period, the opponent will likely be able to counter him.

If deployed correctly, the Prince is able to push other allied troops while charging. This allows a player to deploy a troop right in front of the charging Prince, where that troop then hitches a ride to the enemy's Crown Tower, while also blocking for the Prince so he doesn't lose momentum.

This works best when used with bulky melee troops, especially the Valkyrie, as the Valkyrie can tank against troops to keep the Prince charging, while removing swarms of small, weak enemy troops (which are often the bane of the Prince), serving as an effective alternative to the Dark Prince.

However, this trick does not work with very large troops, like the Giant or P.E.K.K.A.

A Zap spell can be used for stopping the Princes' charge attack, as it stuns the Prince and resets his speed.

Always have an Area Damage dealing troop paired with the Prince.

An effective way to eliminate the Prince is to use the Minion Horde. If deployed correctly, all 6 Minions are able to destroy him without damaging the player's Crown Tower, although it's recommended to support the Minion Horde with other troops to counter the Prince, thus forming a powerful counter-offensive after the Prince is eliminated.

You can use Barbarians to eliminate him. Keep in mind that the Prince is able to destroy one immediately if he is charging, reducing the number of Barbarians to 3.

You can distract Prince by placing buildings near him which he will go after, such as Inferno Tower.

You can use stronger troops like Mini P.E.K.K.A., P.E.K.K.A, Sparky, Three Musketeers, or Giant Skeleton to eliminate Prince.

A charging Prince can eliminate a Barbarian up to 5 levels higher than him in one hit (e.g. a level 1 Prince is able to eliminate a level 6 Barbarian in one hit with his charge attack).

It is possible to lure him away from your Crown Towers by placing troops in between him and the tower. If the troop only targets buildings, then the Prince will be pushed away.

Trivia

On 11/1/16, a Balance Update decreased the Prince's health by 4%.

On 23/3/16 a Balance Update decreased the Prince's charge speed by 13%.

On 3/5/16, the May Update fixed the "range bug" and decreased the Prince's range to Melee (from 2.5) but his effective range is unchanged.

On 21/6/16, a Balance Update increased the Prince's damage by 9%.

On 4/7/16 a Balance Update revealed the Dark Prince is his brother.

The Prince is considered by the majority of players as the best troop for the low levels, even considered as overpowered. It can be obtained at a low level, and often can win a lot of battles for the "newbie" owners.

The Prince and its counterpart ride the same breed of horse, as stated on Clash Royale's Official Website.










On the App Store photo preview, the Prince is shown as being a Rare card, rather than an Epic.






Even though it has a very long lance, it is still melee.

The Prince still has a little bit of range when charging, despite its statistics showing it as melee.

However, its range was shown as 2.5 before the May Update as mentioned above.

Statistics

Hit Speed 	Speed 	Deploy Time 	Range 	Target 	Cost 	Count 	Type 	Rarity 
1.5 sec	Medium	1 sec	Melee	Ground	5	x1	Troop	Epic

Level 	Hitpoints 	Damage 	Damage with Charge 	Damage per second 
1	1,100	240	480	160
2	1,210	264	528	176
3	1,331	290	580	193
4	1,463	319	638	212
5	1,609	350	700	214
6	1,760	384	768	234
7	1,936	422	844	258
8	2,123	463	924	282

Witch



'Summons skeletons, shoots destructo beams, has glowing pink eyes that unfortunately don't shoot lasers.'

Summary

The Witch is unlocked from the Training Camp (Tutorial).

She is an area damage, medium ranged troop with moderate hitpoints and medium damage.

A Witch card costs 5 Elixir to deploy.

Every seven and a half seconds, the Witch will passively summon a group of three Skeletons.

The Witch's Skeletons are 5 levels higher than her.

Strategy

The Witch should be placed far behind high hitpoints troops such as the Giant so that she can have enough time to summon her Skeletons and provide offensive support.

If the opponent has a Giant backed up by a Witch, just wait for the Witch to cross the river. When she does, place some Barbarians, a Baby Dragon, or any other high hitpoint troop right on top of her so they will clear the Witch and turn around to fight the Giant.

Remember never to ignore the Giant, as he can deal significant damage to your tower.

The Witch's Skeletons can be taken out easily. Make sure you have a group of distracting troops to keep the Witch from being targeted.

It is not recommended to spawn the Witch (or any troop) next to the player's Crown Tower if the opponent has cards like the Rocket or Lightning, since they can take out the Witch and damage the Crown Tower at the same time.

A Fireball at least 5 levels higher than a Witch can take her out completely.

When using the Rocket to take out a Witch, be careful with the placement because the Rocket is slow. Put the Rocket some space ahead of where the Witch is going to make sure it gets there in time. Note that killing the Witch is a negative Elixir trade since she costs 5 Elixir and the Rocket costs 6 Elixir.

Witches are also useful against slow attacking troops. Her Skeletons can distract troops like a Prince whilst the Crown Towers and/or the Witch attacks it.

Witches can also be used to counter swarms. Her ranged area damage makes her a good choice against low hitpoint hordes.

She is very good against incoming Minion Hordes and Skeleton Armies, as she can three-shot and one-shot them respectively, and her spawned Skeletons can distract them so she is not harmed.

The Witch has a moderate amount of hitpoints and damage potential. She can either spawn Skeletons to tank in damage that would have been directed at the Witch, or continually spawn Skeletons to deal more damage to the Crown Tower if said Crown Tower is targeted at her, as the spawned Skeletons can deal more damage than the Witch herself.

If a Witch summons while under Rage, her Skeletons are also affected. Keep this in mind when going for the offensive.

Pair her up with other troops because she herself does very little damage.

The Witch is a good counter for the Sparky. If deployed correctly, she will be able to distract the Sparky multiple times with her Skeletons, allowing herself and/or other troops to deal heavy damage to it.

However, don't use her if Sparky is paired up with area damage troops, such as the Wizard.

The Valkyrie is a good counter to the Witch as her axe can wipe out the spawned Skeletons and her high hitpoints is able to take up many hits from the Witch. However, if deployed carefully, the Witch is also able to counter the Valkyrie.

Trivia

On 11/1/16, a Balance Update decreased the Witch's spawned Skeletons level by 1.

On 19/2/16, a Balance Update increased her damage by 3%.

On 23/3/16, a Balance Update increased her damage by 5%.

On 3/5/16, the May Update fixed the "range bug" and decreased the Witch's range to 5 (from 5.5) but her effective range is unchanged.

Also, before it Witch was able to summon level 13 Skeletons while the level cap for the Skeletons card was 12.

The Goblin Barrel was able to do the same with the Goblins.

On 18/5/16, a Balance Update increased the Witch's damage by 10%. In addition, the Skeletons' hitpoints and damage were increased by 5%.

On 21/6/16, a Balance Update increased the Witch's damage by 17%.
















The Witch is one of the 9 cards associated with Skeletons.

There was a bug with the Witch where she could be trapped in a corner of your territory by any building, such as the Goblin Hut or Barbarian Hut, which players utilize to use the Witch as an additional spawner, before the building trapping the Witch was destroyed and she can continue on as a normal troop.

However, the February Update fixed the 'Stuck Witch' bug.

She and other troops still seem to "bounce" around tight spaces between buildings.

In Clash of Clans, the Witch gets around by floating, whereas in Clash Royale, she walks instead. In Clash of Clans, the Witch stops and spawns Skeletons in a small circular area around her. However, in Clash Royale, she spawns Skeletons directly in front of her while walking. The Witch is the only troop in the game that can summon other troops while she is alive.

Statistics									
Hit Speed	Speed	Deploy Time	Spawn Speed	Range	Target	Cost	Count	Type	Rarity
 0.7 sec	 Medium	 1 sec	 7.5 sec	 5	 Air & Ground	 5	 x1	 Troop	 Epic
Level	Hitpoints	Area Damage	Damage per second	Skeleton level					
									
1	500	49	70	6					
2	550	53	75	7					
3	605	59	84	8					
4	665	65	92	9					
5	730	71	101	10					
6	800	78	111	11					
7	880	86	122	12					
8	965	94	134	13					

Skeleton Army



"Summons an army of skeletons. Meet Larry and his friends Harry, Gerry, Terry, Mary, Ledoot, etc."

Summary

The Skeleton Army is unlocked from the Training Camp (Tutorial).

It spawns 21 single target, melee Skeletons with low hitpoints.

A Skeleton Army card costs 4 Elixir to deploy.

Strategy

Due to their high numbers, the Skeleton Army is effective against slow, high hitpoint opponents such as the Giant, Prince and Mini P.E.K.K.A.

While being powerful in numbers, they are very weak against splash damage. This means that Bombers, Valkyries, Arrows, Fireballs, and even Zaps are extremely effective against them and will most likely wipe them out instantly. Thus, they are generally not used in higher Arenas, as most opponent have many splash troops.

Keep additional high hitpoint, single target counter cards if the opponent uses an area damage Spell to eliminate the Skeleton Army.

The Skeleton Army is not recommended to use offensively, as they can be easily wiped out with spells such as Arrows, and are most effective as a distraction.

Keep in mind that, if by some chance the Skeleton Army manages to get on a tower, it will deal unfathomable damage to it.

The Skeleton Army is best paired with a Witch, Prince or any troop with high Damage per Hit.

They can also protect a Royal Giant or Giant when attacking.

The Skeleton Army is a good counter against itself when Arrows or Zap are out of rotation.

The Skeleton Army can force the enemy to use their splash spell, allowing you to deploy other swarms of low hitpoint troops to deal high damage.

If you use Mirror with a Skeleton Army, if no AoE cards are available, the enemy will be instantly routed.

3 Skeletons cost 1 Elixir, while 21 cost 4. Playing the Skeleton Army profits 9 more Skeletons. However, splash troops can easily end them.

Trivia

On 19/2/16, a Balance Update increased the Skeletons' hitpoints and damage by 11%.

On 18/5/16, a Balance Update increased the Skeletons' Hitpoints and damage by 5%.

On 4/7/16, the Tournaments Update increased the number of Skeletons spawned to 21 (from 20).

Clash Royale said that the fourth Skeleton from the Skeletons card joined the Skeleton Army, making it from 20 to 21.

This newly joined Skeleton is named "Ledoot", according to the updated description.

This is a nod to a popular meme, the Skull Trumpet.

The spawning pattern now gets compressed when the card is deployed by the river.

Previously skeletons would spawn across the river.

The Skeleton Army is one of the 9 cards associated with Skeletons.

The skeleton 'Larry' in the Skeleton Army's description is a reference to the Clash of Clans commercial Larry.











It is the only Epic swarm card, with the Minion Horde and other swarm cards being Common.

When deployed, Skeleton Army takes up the most space out of any card.

However, Arrows have enough radius to cover the entire swarm.

They also contain the most number of troops.

Each skeleton has a diagonal scar over their left eye, if the player looks closely.

Statistics								
Hit Speed	Speed	Deploy Time	Range	Target	Cost	Count	Type	Rarity
 1 sec	 Fast	 1 sec	 Melee	 Ground	 4	 x21	 Troop	 Epic
Level	Hitpoints	Damage	Damage per second					
 1	 32	 32	 32					
2	35	35	35					
3	38	38	38					
4	42	42	42					
5	46	46	46					
6	51	51	51					
7	56	56	56					
8	61	61	61					

Goblin Stadium

Spear Goblins



"Three unarmored ranged attackers. Who the heck taught these guys to throw spears!?! Who thought that was a good idea?!"

Summary

The Spear Goblins are unlocked from the Goblin Stadium (Arena 1).

It spawns three single target, medium ranged Goblins with low hitpoints and small damage.

A Spear Goblins card costs 2 Elixir to deploy.

They resemble the normal Goblins, but are taller and thinner, have sharper elven ears and a six-pack, wear a blue bandana, have a spear-case tied to their backs with a rope, and always have a wooden spear in their hands. They share their outfit with Goblins.

Strategy

Spear Goblins can be a good backup to higher hitpoints troops such as the Giant.

They can be used effectively to take down air troops such as the Minions or Balloons when they are distracted.

However, if the Spear Goblins are unprotected, the Baby Dragon (an exception to the air troops) will take them out easily with 1 or 2 attacks of its area damage.

The Spear Goblins can also be eliminated effectively with any area damage troops, such as the Valkyrie, Bomber and Dark Prince.

Spear Goblins are a decent defense to your Towers against enemy air and ground Cards.

As with other low hitpoint cards, the Spear Goblins can be easily eliminated by spells and troops that deal area damage, such as Arrows and the Bomber, taking into consideration the spells slight duration to cast, to lead the spells impact point.

The Zap is extremely effective to eliminate opposing Spear Goblins, due to the spell's equivalent Elixir cost of 2.

Due to their low Elixir cost, Spear Goblins are easily disposable and can be used to block an enemy Prince's charge.

Spear Goblins are also a cheaper alternative to the Archers.

The Spear Goblins are best used in affiliation with high hitpoint troops.

As they target air troops, they are better used over Goblins.

However, Goblins are much better in specific cases as they have far more health and damage.

Spear Goblins are effective as lures, air troop destroyers, or tower whittlers, but they are not effective when used alone on offense.

Spear Goblins are very similar to Archers in almost all stats, but Archers cost more Elixir and are slightly better in every way (except speed).

Trivia














On 3/5/16, the May Update fixed the "range bug" and decreased the Spear Goblins' range to 5 (from 5.5) but their effective range is unchanged.

They appear similar to Goblins, but have considerably lower hitpoints and damage, which is strange as they appear much more muscular in the card image.

The Spear Goblins are far cousins of the Clash of Clans Goblins, which normally target resources.

Spear Goblins have the lowest Damage per Second of all of the common cards, dealing only 56 Damage per Second at level 13.

If a player's Spear Goblins are at least 1 level higher than the opponent's, the stronger Spear Goblins will need exactly 2 hits (as opposed to 3) to take out each of the others

Statistics								
Hit Speed	Speed	Deploy Time	Range	Target	Cost	Count	Type	Rarity
 1.3 sec	 Very Fast	 1 sec	 5	 Air & Ground	 2	 x3	 Troop	 Common
Level	Hitpoints	Damage	Damage per second					
								
1	52	24	18					
2	57	26	20					
3	62	29	22					
4	69	31	23					
5	75	35	26					
6	83	38	29					
7	91	42	32					
8	100	46	35					
9	110	50	38					
10	121	55	42					
11	133	61	46					
12	146	67	51					
13	160	74	56					

Goblins



"Three fast, unarmored melee attackers. Small, fast, green and mean!"

Summary

The Goblins are unlocked from the Goblin Stadium (Arena 1).

It spawns three fast, melee Goblins, effectively used as diversions, suited to the card's cost.

A Goblins card costs 2 Elixir to deploy.

Strategy

Goblins are effective as a distraction for high damage single target troops, such as the Prince and Mini P.E.K.K.A., offensively and defensively.

When using it defensively against Prince, wait for him to start charging. Then, deploy Goblins diagonal to the center in front of him. This will be able to soak up the damage done by the 2x charge damage and make it so that he has to move a longer distance.

Make sure that you deploy the Goblins when the Prince is near the tower. Otherwise, it will start charging again, resulting in a waste of elixir.

Can be used as a damage dealing troop behind high hitpoint troops such as the Giant, Giant Skeleton and Golem.

A group of Goblins placed behind a Valkyrie, a group of Barbarians, or even the pair spawned by the Barbarian Hut can quickly push these slow-moving high hitpoints troops right into the opponent's Crown Tower. If not countered, this combination has more than enough damage to kill the tower before the tankier troops die.

Their damage and speed can force an opposing player to use Elixir on stopping a group of Goblins.

Goblins have low hitpoints so they can be easily killed by spells, such as Arrows, Fireball and Zap, taking into consideration the spells slight duration to cast, to lead the spells impact point.

An unsupported and uncountered group of Goblins will manage to land a single hit on the opposing Crown Tower of the same level. This is a very elixir-efficient way of finishing off a low-health tower, assuming the enemy doesn't have the elixir and/or the troops to counter it.

Goblins are a cheap way to deal high damage to building-targeted troops, such as Giant or Hog Rider.

Goblins can push a Mini P.E.K.K.A. or Barbarians if placed behind them.

Trivia

The Goblins originated from Clash of Clans, where they carried a small bag which was designed to steal resources.














Despite their origins, the Goblins carry daggers as weapons, rather than bags for loot.

Goblins are similar to Spear Goblins. However, take note they are not ranged and have to run up to a target to melee.

Goblins also have significantly more health and damage than Spear Goblins.

Goblins are the same units that come out from the Goblin Barrel.

The first two trainers you play in the Training Camp only use one card, which is Goblins.

Statistics								
Hit Speed 	Speed 	Deploy Time 	Range 	Target 	Cost 	Count 	Type 	Rarity 
1.1 sec	Very Fast	1 sec	Melee	Ground	2	x3	Troop	Common
Level 	Hitpoints 	Damage 	Damage per second 					
1	80	50	45					
2	88	55	50					
3	96	60	54					
4	106	66	60					
5	116	73	66					
6	128	80	72					
7	140	88	80					
8	154	96	87					
9	169	106	96					
10	186	116	105					
11	204	128	116					
12	224	140	127					
13	247	154	140					

Valkyrie



"Tough melee fighter, deals area damage around her. Swarm or horde, no problem! She can take them all out with a few spins."

Summary

The Valkyrie is unlocked from the Goblin Stadium (Arena 1).

She is an area damage, melee troop with high hitpoints and moderate damage.

A Valkyrie card costs 4 Elixir to deploy.

The Valkyrie bears orange hair, a War Axe and a brown fur coat and attacks with a powerful whirl of her axe, damaging all the troops in an AoE (Area of Effect) surrounding her.

Strategy

The Valkyrie is very effective against the Skeleton Army, and other opposing low hitpoint troops surrounding her.

The Valkyrie is very powerful in combination with the Mini P.E.K.K.A.. They are able to cover each others' main weaknesses (Valkyrie is weak against tough targets, while the Mini P.E.K.K.A. is weak against groups).

An effective way to use this combination is to deploy the Valkyrie in front then place the Mini P.E.K.K.A. directly behind it. The Mini P.E.K.K.A. will push the Valkyrie forwards at its speed, causing her to take the initial damage. Then after engaging enemy resistance (if any at all), the Mini P.E.K.K.A will run in front of the Valkyrie, allowing her to survive to continue dealing damage as the Mini P.E.K.K.A. protects her instead.

However, neither can target air units, so it is best to also place some flying cards to deal with them.

This combo can also be done with a Prince and a Valkyrie, and can be better, since the Prince has more health and his ability allows the combo to move even faster.

A cheaper alternative is to combine the Valkyrie with Goblins. While weak to AoE, the Goblins can quickly push the Valkyrie into range of the enemy Crown Tower, and their combined damage will be enough to quickly bring it down if not countered.

The Valkyrie is effectively played patiently. Instead of dropping it directly to attack troops, a better strategy is to drop the Valkyrie between the enemy's ranged and melee units, allowing the Valkyrie to take the opposing troops' focus while wrecking havoc with her melee AoE damage.

The Valkyrie can be easily countered with a Mini P.E.K.K.A., Minions, Knight, or a Cannon.

Additionally, well placed low damage troops, such as Ice Wizard, Spear Goblins, or Archers can also defeat the Valkyrie.

Trivia










On 9/2/16, the Chest Rewards & Card Balance Update increased Valkyrie's attack speed to 1.5 sec (from 1.6 sec).





On 23/3/16, a Balance Update increased Valkyrie's hitpoints and damage by 10%.

On 3/5/16, the May Update made her affected by spell pushback.

The Valkyrie is very similar to her Clash of Clans counterpart (with her spinning War Axe, aesthetics, etc) except for the Clash Royale-styled graphics and the different colors for both sides (red/blue).

Valkyrie and Dark Prince are the only melee troops that deal area damage. They both deal 360 degree radius damage, but only if the Dark Prince is charging. Otherwise, the Dark Prince deals normal splash damage

Statistics								
Hit Speed 	Speed 	Deploy Time 	Range 	Target 	Cost 	Count 	Type 	Rarity 
1.5 sec	Medium	1 sec	Melee	Ground	4	x1	Troop	Rare

Level 	Hitpoints 	Area Damage 	Damage per second 
1	880	120	80
2	968	132	88
3	1,064	145	96
4	1,170	159	106
5	1,284	175	116
6	1,408	192	128
7	1,548	211	140
8	1,698	231	154
9	1,865	254	169
10	2,050	279	186
11	2,252	307	204

Bone Pit

Skeletons



"Three fast, very weak melee fighters. Surround your enemies with this pile of bones!"

Summary

The Skeletons are unlocked from the Bone Pit (Arena 2).

It spawns three single target, melee Skeletons with very low hitpoints and damage.

A Skeletons card costs 1 Elixir to deploy.

They are the same as those spawned by the Witch/Tombstone and the Skeleton Army.

Strategy

The Skeletons are most effectively used to distract and/or swarm high hitpoint units, such as Giants and Princes.

They are an amazing counter against Mini P.E.K.K.A. since it can be distracted very easily.

However, people usually back up their Mini P.E.K.K.A. with an area damage troop like the Valkyrie, so be careful.

The Skeletons can be used to deal damage to enemy troops while they are distracted by the player's higher hitpoint cards, such as Giants.

If the player's Crown Towers are under attack by low hitpoint, single target, ground troops, the Skeletons can be used to distract the opposing troops, dealing damage to the enemy units.

Sending them alone is meaningless, as they get killed easily by almost every card in the game, and even a single Arena Tower can take them out unless it is many levels lower.

The Skeletons are easily eliminated by an opposing troop, building or Crown Tower, so it is recommended to use them only for defending against and/or distracting opposing troops. However, they can be a small boost to a push if they're well protected and away from splash defense.

They can also be used to help cycle through the player's Battle Deck to a desired card faster, as they have a very low 1 Elixir cost.

They can be used as kamikaze troops, providing an effective distraction while another card is played or the Crown Tower destroys them.

The Skeletons, and their swarm counterpart, The Skeleton Army, can easily be destroyed by a Bomb Tower in a matter of seconds. All AoE cards can easily deal with Skeletons.

The Skeletons can be used to counter a lone Princess. If played just after the Princess fires, the Skeletons will eliminate her quickly.

Be careful, as if they are played with bad timing, the Princess will easily eliminate the Skeletons with one hit.

Trivia

On 19/2/16, the Balance Update increased the Skeletons' hitpoints and damage by 11%.

On 18/5/16, a Balance Update increased the Skeletons' hitpoints and damage by 5%.

On 21/6/16, a Balance Update decreased the number of Skeletons spawned to 3 (from 4).

This also changed the description. It used to say: "Four fast, very weak melee fighters. Swarm your enemies with this pile of bones!"

The balance changes to the Skeleton Army (In the Tournaments Update) tells us that the 4th Skeleton from this card moved to the Skeleton Army.

The Skeletons and the Ice Spirit are the only cards in the game that cost one Elixir, making them the cheapest cards in the game.









The Skeletons are one of the 9 cards associated with Skeletons, including the Bomber, Skeleton Army, Witch, Tombstone, Bomb Tower, Giant Skeleton, Balloon, and Guards.


Skeletons are the weakest units in Clash Royale, with only 98 hitpoints and damage per hit at level 13, and 32 hitpoints and damage per hit at level 1. However, they only cost 1 Elixir.

Skeletons deal the same damage as their health.

They are the only troop who are unable to do any damage to Crown Towers by themselves (unless it is many levels higher than the Crown Tower). This only applies to this skeleton card variant though.

Statistics

Hit Speed 	Speed 	Deploy Time 	Range 	Target 	Cost 	Count 	Type 	Rarity 
1 sec	Fast	1 sec	Melee	Ground	1	x3	Troop	Common

Level 	Hitpoints 	Damage 	Damage per second 
1	32	32	32
2	35	35	35
3	38	38	38
4	42	42	42
5	46	46	46
6	51	51	51
7	56	56	56
8	61	61	61
9	67	67	67
10	74	74	74
11	81	81	81
12	89	89	89
13	98	98	98

Minions



"Three fast, unarmored flying attackers. Roses are red, minions are blue, they can fly, and will crush you!"

Summary

The Minions are unlocked from the Bone Pit (Arena 2).

It spawns three single target, short ranged, flying Minions with low hitpoints and moderate damage.

An Minions card costs 3 Elixir to deploy.

The Minion's appearance is that of a blueish purple gargoyle with large horns, stubby wings and large hands with sharp vicious claws that are covered in what seems to be Dark Elixir (from Clash of Clans).

Strategy

The Minions can be used to attack other air troops and support high hitpoints troops like Giants.

Attacking Minions with no support can be easily destroyed due to their low hitpoints.

Keep in mind that Minions have a very high damage capability, and if they manage to get to a Crown Tower, they will deal massive damage to it.

The Minions (and Minion Hordes) are extremely effective to destroy enemy Balloons, as the Balloon only targets buildings and is vulnerable to the player's defending troops.

Trivia

On 3/5/16, the May Update fixed the "range bug" and decreased the Minions' range to 2 (from 2.5) but their effective range is unchanged.

The Minion Horde's description describes 3 Minions as a crowd.

In Clash of Clans, the Minions have a noticeably longer range than in Clash Royale.







In the description, the "Roses are red, Minions are blue" line is from the classic love poem starting "Roses are red, Violets are blue".

The Minions in the card picture of the Minion are darker in skin colour compared to the Minion Horde. They also appear to be wearing indigo gloves, as opposed to the pale reddish-purple gloves worn by the Minion Horde.

If you look closely, the Minions' "spit" seems to come out of their fists, not their mouths.

They also seem to have red eyes in battle, instead of purple eyes on their card.

Statistics

Hit Speed 	Speed 	Deploy Time 	Range 	Target 	Cost 	Count 	Type 	Rarity 
1 sec	Fast	1 sec	2	Air & Ground	3	x3	Troop	Common

Level 	Hitpoints 	Damage 	Damage per second 
1	90	40	40
2	99	44	44
3	108	48	48
4	119	53	53
5	131	58	58
6	144	64	64
7	158	70	70
8	173	77	77
9	190	84	84
10	209	93	93
11	230	102	102
12	252	112	112
13	278	123	123

Giant Skeleton



"The bigger the skeleton, the bigger the bomb. Carries a bomb that blows up when the Giant Skeleton dies."

Summary

The Giant Skeleton is unlocked from the Bone Pit (Arena 2).

It is a single target, melee troop with high hitpoints and a very high death damage.

A Giant Skeleton card costs 6 Elixir to deploy.

It appears as a colossal skeleton holding a large explosive, which, upon his death, is 'carelessly' dropped, dealing an enormous amount of damage to all enemy troops/buildings surrounding it.

The bomb explodes 3 seconds after it is dropped.

Strategy

The Giant Skeleton is effective to use as a meat shield for other troops.

However, it is not very interchangeable with a Giant, as the Giant Skeleton will attack any troop, not only buildings.

It is excellent for taking out large swarms of troops due to its death damage.

Fast troops like the Hog Rider can avoid the bomb before it blows.

The Giant Skeleton is also useful for taking out Crown Towers, as when the bomb explodes upon the Giant Skeleton's death, it will deal a lot of damage to the Tower.

It is imperative to eliminate troops that may attack the Giant Skeleton so that it can get the giant bomb to the enemy Crown Tower and deal immense damage.

The Giant Skeleton can be punishing to large amounts of weak troops because of its bomb. The Inferno Tower is an effective counter, as it can easily take down a Giant Skeleton without a large group of troops, and unnecessary usage of Elixir.

A strategy for the Giant Skeleton to reach the opponent's Crown Towers is to place it first, then placing a Hog Rider behind it. Because the Hog Rider targets buildings, he will push the Giant Skeleton very quickly towards the Crown Tower, allowing the Hog Rider to get free hits while the Giant Skeleton survives and absorbs damage.

You can devastate an enemy's Crown Tower by placing the Giant Skeleton with the Balloon so that the opponent is forced into trying to distract and kill both of them.

If you have taken out a Crown Tower, then you can place the Giant Skeleton on your opponent's side of the arena. He will march straight towards the other tower quickly, and if you know that your opponent has been ignoring the Giant Skeleton or has lost a tower because of him, use this to your advantage and plunder your foe.

The Rocket is very much similar to this card, as of its high damage and similar Elixir cost. An advantage is that the Rocket deals more damage. A disadvantage is that the Giant Skeleton can stop a troop physically, and also serve as an offensive/defensive troop, while if your enemy troops survive the Rocket, they may cause trouble. Therefore, a Giant Skeleton is recommended over a Rocket. However, a Rocket is very good for direct damage against Crown Towers if your opponent has invested so much on defense that you can't get a Giant Skeleton in.

The Giant Skeleton can completely stop a push due to its Death Damage and high hitpoints. This is also an okay way to counter a Prince, but it is only recommended to use it if it's accompanied by other troops, as against the Prince alone it's a negative Elixir trade, and the Prince may charge away before the bomb can detonate. Giant Skeletons are well countered by swarms of troops like Barbarians, Minions, and the Minion Horde, or troops with good hitpoints and damage like the Knight or Mini P.E.K.K.A. However, with Barbarians you must always place them behind the Giant Skeleton so that they have enough time to run away before being blown up. Minions can usually run away before the bomb blows up either way.

A reliable if not very efficient way of countering (or at least delaying) a Giant Skeleton is to drop a Giant in front of your Crown Tower. The Giant will ignore the Giant Skeleton's meager dps and trundle onward, pushing the Giant Skeleton (and more importantly, its bomb) away from your Crown Tower.

Putting a Dark Prince behind the Giant Skeleton has many benefits as the Dark Prince pushes the Giant Skeleton with its speed, kills any swarms trying to kill the skeleton, and it has a shield so when the Giant Skeleton dies, the dark prince along with the enemy troops will stay near the bomb.

When the Giant Skeleton is targeted by the tower, you can place a Miner at the back of the tower so that they will have to choose to deal with either one.

The Giant Skeleton is an effective counter to a Sparky, even if it has backup. The Giant Skeleton will survive one shot, and deal some damage to the Sparky; while the backup wipes out the Giant Skeleton, the Sparky will be left with low enough health for the former's bomb to kill. The backup will most likely be wiped out as well.

Trivia

On 2/2/16, the February Update added the Death Damage on the Giant Skeleton's card info screen.

On 29/2/16, the March Update increased the Giant Skeleton's Hitpoints by 11% and bomb timer to 3 sec (from 1 sec).

On 4/7/16, the Tournaments Update increased the Giant Skeleton's damage by 20%.

The Giant Skeleton is one of the 9 cards associated with Skeletons.

According to one of Clash Royale's Loading Screen Hints, the Giant Skeleton "carelessly" drops his bomb upon death.

The Death Damage of the Giant Skeleton is several times more powerful than that of the Balloon. However, the Balloon's normal attacks are nearly as strong as the Giant Skeleton's Death Damage.

The bomb and barrel of the Giant Skeleton appear to be taken from a Giant Bomb trap from Clash of Clans.










The Giant Skeleton sports an ushanka (a Russian fur cap) on its head.






He also appears to have an underbite.

The Guards share the same trait as the Giant Skeleton.

On App Store photo preview, Giant Skeleton costs 7 Elixir rather than 6.

Statistics

Hit Speed 	Speed 	Deploy Time 	Range 	Target 	Cost 	Count 	Type 	Rarity 
1.5 sec	Medium	1 sec	Melee	Ground	6	x1	Troop	Epic

Level 	Hitpoints 	Damage 	Damage per second 	Death Damage 
1	2,000	120	80	720
2	2,200	132	88	792
3	2,420	145	96	871
4	2,660	159	106	957
5	2,920	175	116	1,051
6	3,200	192	128	1,152
7	3,520	211	141	1,267
8	3,860	231	154	1,389

Balloon

Summary

The Balloon is unlocked from the Bone Pit (Arena 2).

It is a single target, flying troop with high hitpoints and very high damage.

A Balloon card costs 5 Elixir to deploy.

The Balloon targets buildings (such as Crown Towers). It deals a massive amount of damage with its dropped bombs.

When the Balloon is destroyed it drops a weaker, area damage bomb which damages nearby troops and buildings.

Strategy

Balloon is most effective for destroying Crown Towers because of its high damage. Its damage potential is best backed up with the Freeze spell, which, if used properly, can completely disable all resistance to the Balloon.

Rage spell will also work.

When an opposing Balloon spawns, destroy it as fast as you can. Its high damage can be punishing if it reaches your buildings.

The Balloon will drop its first bomb instantly once it reaches a building, so be sure to take it out before it gets to your buildings.

The Balloon will get at least one hit if left alone, which can cause devastating damage.

Minions or Minion Hordes are very effective at taking out Balloons, as their large numbers and moderate DPS allow them to quickly eliminate the Balloon.

Back the Balloon up with a Baby Dragon. It has moderate to high health and deals area damage, meaning it can easily kill Minions/Minion Hordes or Spear Goblins while simultaneously tanking damage.

A Musketeer can counter this push effectively.

Balloons can be distracted by deploying buildings like the Inferno Tower (which has an added bonus of the capability to destroy the Balloon).

Like the Giant Skeleton, it can also be used as bait for enemy ranged troops that can target the Balloon, as when it is destroyed, it drops a bomb that deals area damage.

The Balloon is similar to the Giant, since it targets buildings first and is unable to damage enemy troops (except for the bomb it drops upon its destruction).

Balloon has low hitpoints compared to more tanky troops like the Giant, so make sure that it is protected by other troops as the backup while it is heading to the opponent's arena towers and/or any buildings.

Using a Rage in conjunction with the Balloon will punish your enemy severely as the Rage allows it to reach the tower faster and also quickens its attacks by 1.6 seconds.

This strategy is especially powerful at the last 1 minute of the match or during Sudden Death since you will have additional Elixir to spawn support troops (such as Spear Goblins or Mini P.E.K.K.A) to back it up.

This combo will give you 2 or 3 remaining Elixir ($10 - (5 + 3)$) if you start with full Elixir. For backup, Spear Goblins, Minions, or a Knight (in front) could be used. An attack like this could get you an easy Crown Tower at the very start of the game.

However, this strategy is risky, as it leaves your other Crown Tower wide open for attacks. It might result in an Crown Tower for a Crown Tower trade-off. Take careful consideration when using it.

Using a Zap in conjunction with a Balloon is also a good strategy since it will "zap" and immobilize the Arena Tower and any nearby defending troops or buildings giving the Balloon an extra second to attack.

A Zap is effective against defending Spear Goblins as it will eliminate them.

An alternative to the Zap is the Arrows, which can kill Minions but can't stun them.

An effective counter to the Balloon is the Freeze Spell, since it will freeze the Balloon and the troops supporting it, preventing massive damage from being dealt to the player's Crown Towers and creating an Elixir advantage.

However, a Freeze Spell by itself might not be enough, resulting in spending more Elixir to destroy the Balloon. Generally, a tower like the Tesla or the Inferno Tower is better.

A Balloon paired with a Lava Hound can be very powerful. The Lava Hound will absorb the upcoming hits while the Balloon deals damage to the Crown Tower.

A new rising strategy is a Giant-Balloon combo. It does cost a heavy 10 Elixir, but is hard to defend and can catch the opponent off-guard, especially if they tried starting a push in the other lane.

It is most effective to start this push in the corners of the bridge to let the Balloon ignore some defenses.

A Inferno Tower + Zap combo is enough to defeat this attack.

Trivia

On 23/3/16, a Balance Update increased Balloon's hitpoints by 5%.

The description is a reference to the popular Clash of Clans commercial, Balloon Parade.

The Balloon is one of the 9 cards associated with Skeletons.

Although the Balloon attacks by dropping bombs, it does not deal area damage. This is unlike the Bomber who deals area damage by throwing bombs.

The Balloon's death damage, regardless of level, is half of its DPS and 1/6 of its damage per hit.

Its card image is identical to the image of the Balloon in Clash of Clans, except for the re-skinned envelope and color change.

Unlike its counterpart in Clash of Clans, the Balloon attacks instantly when it reaches a building and its basic attacks do not deal area damage.

In Clash of Clans, the Balloon's death damage will only affect ground troops and buildings, which is unlike the Balloon in Clash Royale.










The Balloon, the Giant Skeleton and the Golem are the only three troops in the game that deal Death Damage.






It can be thought of as the opposite to the Giant Skeleton, as the Giant Skeleton does little damage with its attacks and deals a lot from its Death Damage, while the Balloon does most of its damage from its attacks and very little with its Death Damage.

The Balloon's attacks are equal to one-fifth of a Golem of the same level's hitpoints.

It has the second highest Damage Per Hit, topped only by the Sparky.

Statistics

Hit Speed 	Speed 	Deploy Time 	Range 	Target 	Cost 	Count 	Type 	Rarity 
3 sec	Medium	1 sec	Melee	Buildings	5	x1	Troop	Epic

Level 	Hitpoints 	Damage 	Damage per second 	Death Damage 
1	1,050	600	200	100
2	1,155	660	220	110
3	1,270	726	242	121
4	1,396	798	266	133
5	1,533	876	292	146
6	1,680	960	320	160
7	1,848	1,056	352	176
8	2,026	1,158	386	193

Barbarian Bowl

Barbarians



"A horde of swordsmen with mean mustaches and even meaner tempers."

Summary

The Barbarians are unlocked from the Barbarian Bowl (Arena 3).

It spawns four single target, melee Barbarians with moderate hitpoints.

Barbarians wield long swords, and have blonde hair and amazing 'staches.

Strategy

The Barbarians are effective for tanking and dealing damage.

The Barbarians are a great option to use against enemy cards and Crown Towers, as the spawned troops have a moderate amount of hitpoints and damage, and are perfect in attacks in conjunction with ranged support troops like Archers or Musketeers.

They are excellent for taking out individual enemy troops on your side. The 4 Barbarians will quickly eliminate the target if they are dropped directly on top of it.

They are also a good card for dealing with Princes or Hog Riders.

The Barbarians can be effectively countered by the Witch and Wizard, since Barbarians have moderate hitpoints. The Wizard can take them out in a few shots.

Another counter is the Bomber/Bomb Tower. They both deal good area damage, and will result in a positive or equal Elixir trade. They each take exactly three hits to kill same level Barbarians.

A powerful counter is the Fireball; the damage and radius of the spell is more than enough to lower all 4 Barbarians' hitpoints by at least 75% if the spell is cast correctly, and can even destroy them completely in one hit if the Fireball is of equal or higher level than the Barbarians. Afterwards, if the Barbarians' health is lowered, you can easily finish them off with Zap or Arrows, or even just let your Arena Tower finish them off.

Poison can also be an effective counter to use. Its Damage Over Time will eliminate, or deal high damage to, the Barbarians and any supporting troops.

If the Barbarians survive, try supporting them with a tanky unit to get some use out of them.

Fire Spirits can do severe damage to the Barbarians, and are also very cost effective. Note that Fire Spirits alone will usually be unable to eliminate an entire group of Barbarians. Finish the Barbarians off with other troops or allow your Crown Towers to finish them off.










Rage used with Barbarians can do severe damage to a Crown Tower, as it is hard to stop because Rage increases movement and attack speed. The Barbarians have high damage and can make short work of a tower before the opponent stops them.


Trivia

On 2/2/16, the February Update decreased the Barbarians' hitpoints by 4%.

From the Knight's description, Barbarians are said to be distant cousins, due to their physical similarities, especially their awesome mustaches.

Statistics

Hit Speed 	Speed 	Deploy Time 	Range 	Target 	Cost 	Count 	Type 	Rarity 
1.5 sec	Medium	1 sec	Melee	Ground	5	x4	Troop	Common

Level 	Hitpoints 	Damage 	Damage per second 
1	300	75	50
2	330	82	54
3	363	90	60
4	399	99	66
5	438	109	72
6	480	120	80
7	528	132	88
8	579	144	96
9	636	159	106
10	699	174	116
11	768	192	128
12	843	210	140
13	927	231	154

P.E.K.K.A.'s Playhouse

P.E.K.K.A.



"A heavily armored, slow melee fighter. Swings from the hip but packs a huge punch."

Summary

The P.E.K.K.A. is unlocked from the P.E.K.K.A's Playhouse (Arena 4).

She is a single target, ground melee troop with both very high hitpoints and damage.

A P.E.K.K.A card costs 7 Elixir to deploy.

She wears heavy dark blue armor, has red/blue (color depends on the side of Arena) glowing crystals and eyes, and carries a steel sword.

She does massive damage to one unit at a time.

Strategy

The P.E.K.K.A. is a powerful troop and an utter brute with the correct placing and support.

If she is left overlooked, a multiple-unit spawning card like a Skeleton Army or a Minion Horde can be used to swarm it, and P.E.K.K.A. will likely be outnumbered and eliminated - unless her owner uses a counter card like Arrows.

Troops that deal area damage are effective at backing up the P.E.K.K.A., such as the Bomber, Baby Dragon, Witch or the Wizard. Their decent area damage and range can allow them to stop groups of troops from distracting and dealing large amounts of damage to her.

Keep in mind that P.E.K.K.A. can only attack ground troops. This means that air units such as the Baby Dragon or Minions can attack her safely without being damaged.

If your opponent placed a P.E.K.K.A at the rear of the arena, the most expected backup is Wizard and Bomber. This can easily be countered, by placing a Giant Skeleton in front of the P.E.K.K.A. Easily killed by the former and her reinforcements, the Giant Skeleton's death damage usually wipes out the backup. Placing Archers in the middle of the Arena is significant enough to kill the P.E.K.K.A, always let the former be targeted by the Arena Tower before placing the Giant Skeleton. If the P.E.K.K.A is hardly alive, but still walking towards you, deploy Skeletons to finish her off.

The P.E.K.K.A.'s slow deploy time and her slow speed can make it hard for her to reach Arena Towers, a good strategy is to use Rage to increase P.E.K.K.A.'s movement speed and attack speed to allow her to destroy troops and buildings faster.

The P.E.K.K.A. is effective to destroy an opposing X-Bow placed to target your Crown Towers, as her high hitpoints will allow it to withstand troops and spells cast to destroy her. Mortars have almost no effect on P.E.K.K.A.

The P.E.K.K.A. is also effective as a defensive unit, to destroy high hit-point troops like the Giant and the Giant Skeleton.

An excellent counter for P.E.K.K.A. is the Inferno Tower. Its ability to deal massive damage over time can completely destroy the P.E.K.K.A., creating an Elixir advantage.

A Mini P.E.K.K.A. can severely wound the P.E.K.K.A.

The Giant can be used to counter an attacking P.E.K.K.A., by deploying it behind her after she crosses the bridge. She will turn around, attack it once, then ineffectually try to chase it, exposing herself to heavy damage from the Crown Tower, as well as any unit that can attack it safely (flying units like Minions or ranged units like Spear Goblins). As an added bonus, the Giant will also draw fire from any area of effect troops like a Wizard or a Bomber that may be escorting the P.E.K.K.A.

Trivia

On 2/2/16, the February Update decreased the P.E.K.K.A.'s hitpoints by 13% and decreased the Elixir cost to 7 (from 8).

On 21/6/16, a Balance Update increased P.E.K.K.A.'s damage by 8%.

P.E.K.K.A. originates from Clash of Clans, costing the most Elixir to train and doing the most damage out of all the normal Elixir troops.














The old image of P.E.K.K.A. on the Barracks info screen in Clash of Clans looks similar to the card image of the P.E.K.K.A.

There is an Arena based on P.E.K.K.A. called P.E.K.K.A.'s Playhouse, which was originally a single-player map in Clash of Clans.

P.E.K.K.A.'s eyes and horns are purple in Clash of Clans, and also in the card image – but they are blue/red in battle, depending on which player sees it.

In one of the Loading Screen Hints, it says "P.E.K.K.A: No one knows what's behind that mask. Maybe even another mask."

The P.E.K.K.A has the highest damage per second of any troop in the game at max level.

Statistics								
Hit Speed	Speed	Deploy Time	Range	Target	Cost	Count	Type	Rarity
 1.8 sec	 Slow	 3 sec	 Melee	 Ground	 7	 x1	 Troop	 Epic
Level	Hitpoints	Damage	Damage per second					
								
1	2,600	485	269					
2	2,860	533	296					
3	3,146	586	325					
4	3,458	645	358					
5	3,796	708	393					
6	4,160	776	431					
7	4,576	853	473					
8	5,018	936	520					

Hog Rider



"Fast melee troop that targets buildings and can jump over the river. He followed the echoing call of "Hog Riderrrr" all the way through the arena doors."

Summary

The Hog Rider is unlocked from the P.E.K.K.A.'s Playhouse (Arena 4).

He is a single target, melee troop with both moderate hitpoints and damage that targets buildings.

A Hog Rider card costs 4 Elixir to deploy.

He appears just like his Clash of Clans counterpart, a dark man with brown eyebrows, beard and a mohawk, a golden bod piercing in his left ear, who rides a pig.

Strategy

With his high amount of damage, the Hog Rider can be spawned in affiliation with a high hitpoint card, such as the Giant, to distract enemy troops, with support units dealing lots of damage.

The Hog Rider, in conjunction with the Freeze spell can be used to extreme effectiveness. Firstly, the Hog Rider is spawned, and if the opponent spawns troops to defend the Tower, cast the Freeze spell, as the Freeze spell freezes the defending troops & Crown Tower, and the Hog Rider will remain unhindered to attack the enemy's Tower. It is also recommended to drop cheap range troops, or goblins to go with the hog in order to deal additional tower damage.

The Freeze spell can be substituted by the Zap spell for a cheaper push and a spell that deals damage.

The Hog Rider only attacks buildings. This means that it can easily be distracted with a Tombstone or a Goblin Hut, but he can also help you by destroying them. A Cannon is a good counter as it can pull the Hog Rider away, distracting it and giving the towers ample time to damage or kill him.

He can also clear a key defense or front-placed Elixir Pump for a future push.

A Hog Rider and Rage combo can also work to ensure a crown, or lots of damage to a Crown Tower.

A very powerful combo is the Hog Rider, the Musketeer, and the Valkyrie. The Musketeer is for protecting the Valkyrie and Hog Rider from air troops, the Valkyrie is for protecting the Musketeer and Hog Rider from mass troops (i.e. Skeleton Army, Spear Goblins) and the Hog Rider is used to tank for the Musketeer and Valkyrie.

This combination of troops is dubbed the Trifecta by the community.

The player can also cast Poison to help the combo deal extra damage, as it slows and damages anything inside its radius.

Pair the Hog Rider up with Skeletons, Goblins or Fire Spirits for a cheap and quick assault.

If you deploy a Goblin Barrel directly before you deploy the Hog Rider, they will distract the Crown Tower while the Hog Rider deals damage

This can also be useful vice versa. The Hog Rider acts as a tank for the Goblins so that the Goblins can deal damage.

Sending out a Miner right before the Hog Rider is sent can be an effective combo. As the tower is distracted by the Miner, the Hog Rider can deal extra damage and vice versa.

If you see a Hog Rider charging towards your Arena Tower, a Cannon is a good way to take care of him. Place the Cannon away from your tower but in the Hog Rider's aggro range, so that Freezes and Zaps miss the tower or the Cannon.

Pairing the Hog Rider with the Balloon can deal devastating damage. If executed properly, the Hog Rider will act as a tank while the Balloon deals damage.

Remember that this combo is very vulnerable to the Minion Horde, as neither of the troops target anything but buildings.

Plus, it is easy to separate, since the Hog is very fast and the Balloon quite slow.

The substitute could be a Giant, but at the cost of being 10 elixir total, and having both troops at slow speed.

Barbarians can also be used to counter it, but be careful because the Hog Rider may be back up by area-damage troops, such as the Bomber.

Trivia

On 21/6/16, a Balance Update decreased the Hog Rider's damage by 6%.

The Hog Rider is the only ground card that possesses the ability to jump across the separating area in the middle of the Arena.

His description is based on the Clash of Clans commercial, Ride of the Hog Riders.

When he is deployed, he yells "Hog Rider!" similar to how the CoC Hog Rider does in the commercial.









The Hog Rider is based on its identical counterpart in Clash of Clans, given that both of them can jump over obstacles that normal ground units are unable to.




Although in the description of the Hog Rider the middle separating area is referred to as a "river", in Bone Pit and Builder's Workshop there is no river in the separating area.

When he is jumping over the river, he cannot be targeted by any troops or buildings.

Alike Clash of Clans, the Hog Rider wears a gold earring on his left ear.

Statistics

Hit Speed 	Speed 	Deploy Time 	Range 	Target 	Cost 	Count 	Type 	Rarity 
1.5 sec	Very Fast	1 sec	Melee	Buildings	4	x1	Troop	Rare

Level 	Hitpoints 	Damage 	Damage per second 
1	800	150	100
2	880	165	110
3	968	181	120
4	1,064	199	132
5	1,168	219	146
6	1,280	240	160
7	1,408	264	176
8	1,544	289	192
9	1,696	318	212
10	1,864	349	232
11	2,048	384	256

Minion Horde



"Six fast, unarmored flying attackers. Three's a crowd, six is a horde!"

Summary

The Minion Horde is unlocked from the P.E.K.K.A's Playhouse (Arena 4).

It spawns six single target, short ranged, flying Minions with low hitpoints and moderate damage.

A Minion Horde card costs 5 Elixir to deploy.

Strategy

Minion Horde can be used effectively to support higher hitpoint troops, such as Giants, eliminating any opposing ground troops and distractions for the high hitpoint troops.

If Minion Horde is ignored by the opposing player, it is able to devastate the enemy's Crown Tower.

If your opponent is likely low on elixir and zaps incoming Minions, a Freeze casted on the tower can effectively help the barely alive Minions to make short work of the Tower.

The Horde can be directly countered by Arrows, eliminating the entire horde of Minions.

In any case where Arrows are not in your deck, other area damage spells like the Fireball can be used to effectively take out the Minions instead.

Zap is a cheaper alternative, causing each Minion to be eliminated in one hit by the Arena Towers and completely eliminating them if the Zap is 2 or more levels higher than the Minion Horde.

The Wizard is useful as a counter to the horde. He can kill Minions up to 3 levels higher than him with one shot.

The Witch also works, as with the help of the towers she can kill Minion Hordes in just a few hits, and just 3 by herself. Due to her distracting Skeletons that are spawned, typically the horde can't do major damage to her and she can continue to be part of a push.

An effective strategy to use is the Hog Rider and Minion Horde, followed by a Rage spell once they reach the opposing Crown Tower. If left undefended, the Hog Rider and Minion Horde can destroy a Crown Tower with ease.

However, most of the time this is not left unattended and usually gives an easy Elixir advantage, so be sure to think of that before you use this strategy.

Using Minion Horde instead of two batches of Minions saves you 1 Elixir, as the normal Minions cost 3 Elixir and spawns 3 while Minion Horde costs 5 Elixir and spawns 6.

The main disadvantage with the Minion Horde is that it can not be played easily in urgent situations, while the 3 Elixir Minions can quickly be drawn. This information could be used when planning a deck.

Also, the Minions almost never survive long enough to stack up to 6 Minions without a Mirror. Playing a Mirror on Minions takes 7 Elixir.

Another disadvantage is that both can be killed by Arrows or other spells, but the Minion Horde will cause you to lose more Elixir.

Minion Horde can be used to defend against troops that target buildings, especially Balloons, as the Horde deals more damage than Minions and destroys tanks quickly. However, beware of enemy Arrows!

Also remember, Arrows has a slight cast time, so it is possible to have already destroyed the troop before the Arrows arrive.

One useful strategy is to use both Minion Horde and Goblin Barrel. Both of them are weak to Arrows, so use either one to bait out the Arrows, and deploy the other. This can backfire, however, if an opponent has a splash damage troop such as the Wizard or Fire Spirits.

They may be strong but cannot stop some troops from physically hindering your tower, since they don't distract most heavy hitters as they are air troops. For example, they can take out Giant Skeletons or Princes, but while they are at it, they can often reach the Arena Tower, dealing massive death damage or a powerful hit respectively. Keep that in mind and use troops such as Spear Goblins or Skeleton Army to stop such troops from causing hindrance to your towers.

Trivia

On 3/5/16, the May Update fixed the "range bug" and decreased the Minion Horde's range to 2 (from 2.5) but their effective range is unchanged.










The Minions in the card picture of Minion Horde are more pale in skin colour compared to the regular Minions, most likely due to the lighting of the area they are in. They also appear to be wearing pale reddish-purple fingerless gloves, as opposed to the indigo gloves worn by the regular Minions.





However, the Minions of Minion Horde are visually identical to the regular Minions in battle.

The Minions on the card appear to have purple eyes despite the fact that their eyes are red in battle.

The Minion Horde is one of the highest DPS cards in the game. A lone Level 13 Minion does 123 DPS but you have to multiply that by 6 for the Minion Horde, for a total of 738 DPS overall. This figure is surpassed only by a few other troop cards such as the Skeleton Army (1,220 DPS total at max level, but more vulnerable) and the Three Musketeers (768 DPS, but much more expensive).

Statistics

Hit Speed 	Speed 	Deploy Time 	Range 	Target 	Cost 	Count 	Type 	Rarity 
1 sec	Fast	1 sec	2	Air & Ground	5	x6	Troop	Common

Level 	Hitpoints 	Damage 	Damage per second 
1	90	40	40
2	99	44	44
3	108	48	48
4	119	53	53
5	131	58	58
6	144	64	64
7	158	70	70
8	173	77	77
9	190	84	84
10	209	93	93
11	230	102	102
12	252	112	112
13	278	123	123

Lava Hound

Summary

The Lava Hound is unlocked from the P.E.K.K.A's Playhouse (Arena 4).

It is a single target, short ranged, flying troop with very high hitpoints and small damage.

A Lava Hound card costs 7 Elixir to deploy.

Upon death, it splits into 6 Lava Pups, which have no preferred target and deal more damage than the Lava Hound, but have very low hitpoints.

It only attacks buildings, has high hitpoints and splits into smaller units, similar to the Golem. The only exception is that the Lava Pups attack anything while the Golemites only attack buildings.

The Lava Hound appears to be a burning rock monster with an underbite, with short wings and small limbs. It has small rocky dog ears.

Sending the Lava Hound alone is futile. It is most recommended to use another ranged troop to support the Lava Hound.

Strategy

Lava Hound is a good air tank with high hitpoints, so it is best used as a shield for weaker troops like Minions, Minion Horde, Spear Goblins, and Goblins.

Alike the Golem, the Lava Hound does little damage on its own, even less than that of the Golem. Support it with high-damage cards that can use the Lava Hound as a 'meat shield'.

The Inferno Tower is an excellent counter to the Lava Hound, as it deals high damage to the Lava Hound while it doesn't take much damage from the hound in return.

Back the tower up with a Musketeer or use Arrows to finish off the Lava Pups.

Despite this, the Lava Hound may not be powerless. Send Minions to distract/destroy the Inferno Tower and the Musketeer. This will allow the Lava Hound to continue its job!

Zap may also help with dealing with the Inferno Tower, as its stun effect will make it retarget the Minions, as well as resetting its damage.

If Lava Hound is paired up with another tank, a Crown Tower will likely target the other tank after killing the Lava Hound. If this happens, have an area damage spell ready, as the Lava Pups will spawn and deal incredible damage.

A Lava Hound, in many scenarios, is more useful than a Golem. The Lava Hound costs less Elixir, and cannot be targeted by high-damage troops like P.E.K.K.A or Prince. Lava Pups have higher damage than Golemites. The Lava Hound also has a one second deploy time as opposed to the Golem's three second deploy time.

However, one disadvantage of it is the difficulty to obtain it, as Lava Hound is a Legendary. Also it cannot be targeted by troops that cannot target air - such as Barbarians, which means it cannot distract them.

The LavaLoon is a popular strategy where the Lava Hound tanks for a Balloon while it wreaks havoc on towers. It interestingly is also a good strategy in Clash of Clans.

However, this strategy is easily countered if the troops have no support, because the Balloon can be taken out before the Lava Hound. The high health of the Lava Hound also allows for large counterpushes.

Whenever defending against it, you must be very wise in deciding what to do. A Lava Hound can shield any troop effectively, and be ready for a very strong attack if your opponent has been putting Elixir Collectors.

Trivia

The Lava Hound was added to the game on 3/5/16 with the May Update.

Since its introduction, it is the first Legendary that a player is able to obtain, at Arena 4.

On 18/5/16, a Balance Update increased the Lava Hound's hitpoints by 3% and Lava Pup's hitpoints by 9%.

On 21/6/16, a Balance Update increased the Lava Hound's damage by 28%.

Before it was added to the game, the only cards that cost 7 elixir were the Barbarian Hut & P.E.K.K.A.

It is the most expensive Legendary card.

It functions just like its Clash of Clans counterpart. A difference is that when the Lava Hounds get upgraded, the Clash Royale Lava Pups increase in stats, while Clash of Clans Lava Pups increase in numbers.

Among all maximum level troops, the Lava Hound deals the least damage per second, doing only 50 damage per second at level 5.

Lava Pups are similar to the Minion Horde, having similar hitpoints and equal in number, but only deal about half the damage.




Even if ignored, the Lava Pups are powerful and deal equivalent damage to a tower as a Hog Rider being hit by the Arena Tower and Archers would do.

The Lava Hound may be a female, as it carries pups. However, this is not confirmed.

In a Clash of Clans ad, Legend of the Last Lava Pup, the Lava Hound is referred to as male and the pups' father. The pups were also referred to as male.

Statistics








Lava Hound Attributes

Hit Speed 	Speed 	Deploy Time 	Range 	Target 	Cost 	Count 	Type 	Rarity 
1.3 sec	Slow	1 sec	2	Buildings	7	x1	Troop	Legendary

Lava Pup Attributes

Hit Speed 	Speed 	Target 	Count 
1 sec	Medium	Air & Ground	x6

Card Statistics

Level 	Lava Hound Hitpoints 	Lava Hound Damage 	Lava Hound Damage per second 	Lava Pup Hitpoints 	Lava Pup Damage 	Lava Pup Damage per second 
1	3,000	45	34	180	45	45
2	3,300	49	37	198	49	49
3	3,630	54	41	217	54	54
4	3,990	59	45	239	59	59
5	4,380	65	50	262	65	65

Spell Valley

Fire Spirits



"These three Fire Spirits are on a kamikaze mission to give you a warm hug. It'd be adorable if they weren't on fire."

Summary

The Fire Spirits are unlocked from the Spell Valley (Arena 5).

It spawns three area damage, short ranged Fire Spirits with low hitpoints and moderate damage.

A Fire Spirits card costs 2 Elixir to deploy.

Fire Spirits launch themselves at their target when attacking.

They resemble small bits of coal with arms and legs that are on fire.

Strategy

Fire Spirits' splash damage are useful against groups of weak, small troops like Goblins, Spear Goblins, Minions and Minion Horde.

Make sure the Minion Horde or the Minions are distracted first, otherwise the Fire Spirits will be easily taken out.

The Fire Spirits can also take out three out of four Barbarians if they are alone and are bunched up in a square. If they are in a straight line, the Fire Spirits may only take down two out of the four Barbarians.

With proper placement, the Fire Spirits can be used to counter a Goblin Barrel completely.

Fire Spirits can also be used to counter the Three Musketeers if coupled with Zap. If executed properly, the Zap will stun the Three Musketeers and the Fire Spirits will destroy them, resulting in a positive Elixir trade of 4 to 9 (a massive 5 Elixir advantage)

Due to this splash, it's a good idea to pair them with troops that deal high damage but are easily stopped by the small troops mentioned, such as Mini P.E.K.K.A. and Prince.

They are best used defensively, as they only deal a small amount of damage to Crown Towers, and will often die before they make it within range.

Due to the 1 second deploy time, it is not recommended to drop them in the middle of a group of troops. The enemy troops will make short work of the Fire Spirits before they can attack.

They weaken Hog Riders enough for them to deal hardly a few hits.

It is effective to back up a push with the Fire Spirits. For example, if you are pushing with a P.E.K.K.A with Fire Spirits behind and your opponent drops Minions to counter, their mistake is immediately punished as the Fire Spirits make short work of them, allowing your P.E.K.K.A to continue to deal damage.

Never use Fire Spirits directly against a Crown Tower unless it has very low hitpoints, otherwise the towers will make easy work of them.

Note that using the Fire Spirits against a Crown Tower may result in you losing your defense for Minions and Barbarians.

Trivia

The Fire Spirits were added to the game on 3/5/16 with the May Update.

On 18/5/16, a Balance Update increased the Fire Spirit's area damage radius by 25%.

It is the first troop to die as part of their attack.

The Furnace is a building that spawns Fire Spirits.

"Kamikaze" is a Japanese word that in Western usage refers to suicide attacks, which is how they attack.

It is one of the two troops that deals more damage in one hit than its own health, the other being Sparky.

Each Fire Spirit will do the same damage as a Zap of the equivalent level.

Statistics

Speed 	Deploy Time 	Range 	Target 	Cost 	Count 	Type 	Rarity 
Very Fast	1 sec	2	Air & Ground	2	x3	Troop	Common

Level 	Hitpoints 	Area Damage 
1	43	80
2	47	88
3	52	96
4	57	106
5	62	116
6	68	128
7	75	140
8	82	154
9	91	169
10	100	186
11	110	204
12	120	224
13	132	247

Wizard



"The most awesome man to ever set foot in the arena, the Wizard will blow you away with his handsomeness... and/or fireballs."

Summary

The Wizard is unlocked from the Spell Valley (Arena 5).

He is an area damage, medium ranged troop with both moderate hitpoints and damage.

A Wizard card costs 5 Elixir to deploy.

Strategy

Wizards can be effectively used to help your higher hitpoint cards, such as Giants, eliminating enemy troops in their way.

He also acts as a powerful defense against high hitpoint troops supported by other melee troops, such as a Giant supported by a Mini P.E.K.K.A. or a Valkyrie.

Wizard is best used against swarm troops, such as Barbarians, Minion Horde, and the Skeleton Army.

To deal with big swarms, you must place him at a good range since he has a low fire rate.

Wizard is very good at taking down Balloons due to their high DPS.

Due to their low amount of hitpoints, Wizards are very vulnerable to moderate to high damaging spell cards such as the Fireball.

A higher level Fireball will always destroy a Wizard.

When trying to counter a Wizard, deploy moderate to high hitpoint troops to eliminate him, such as the Mini P.E.K.K.A. or a Knight.

Wizard deal high area damage, so it is not advised to use multiple-unit cards such as Minions or Barbarians unless it is absolutely necessary, since your troops will be destroyed or critically weakened, allowing the opponent to take the better end of the trade.

Despite having area damage, it is still possible to eliminate a Wizard by surrounding him with troops with low or moderate hitpoints, such as Barbarians or even Skeletons due to his relatively small splash radius.

The Wizard is very similar to a Bomber, so use him in any situation you would use a Bomber.

However, surrounding Bomber with low or moderate hitpoint troops is not advised, as the Bomber has a bigger splash area than Wizard, and will be able to hit most or all of the troops you surround it with.

One cheap way to counter the Wizard is the Musketeer due to her fast hit speed and decent damage, making a 1 Elixir profit easily. An equal level Wizard will leave the Musketeer with a sliver of health left, enough to do some damage if a tank is placed in front.

The Wizard is a great counter against the Lava Hound since he has high DPS and deals with swarms (the Lava Pups).

Trivia

On 2/2/16, the February Update decreased the Wizard's damage by 7%.

On 3/5/16, the May Update fixed the "range bug" and decreased the Wizard's range to 5 (from 5.5) but his effective range is unchanged.














On 4/7/16, a Tournaments Update increased the Wizard's attack speed to 1.6 sec (from 1.7 sec).

This update also revealed that Ice Wizard is his cousin.

His description is a reference to the Clash of Clans commercial, Hype Man.

Occasionally when attacking, the Wizard exclaims "Magic!", "Fire!", "Show time!", or "Fireball!", references to the Clash of Clans commercial, Magic.

His cousin the Ice Wizard does something similar, but saying icy things in Finnish instead.

Statistics								
Hit Speed	Speed	Deploy Time	Range	Target	Cost	Count	Type	Rarity
 1.6 sec	 Medium	 1 sec	 5	 Air & Ground	 5	 x1	 Troop	 Rare
Level	Hitpoints	Area Damage		Damage per second				
								
1	340	130		81				
2	374	143		89 ^[confirmation needed]				
3	411	157		98				
4	452	172		107				
5	496	189		118				
6	544	208		130				
7	598	228		142				
8	656	250		156				
9	720	275		171				
10	792	302		188				
11	870	332		207				

Ice Wizard



"This chill caster throws Ice Shards that slow down enemies' movement and attack speed. Despite being freezing cold, he has a handlebar mustache that's too hot for TV."

Summary

The Ice Wizard is unlocked from the Spell Valley (Arena 5).

He is a decent area damage, medium ranged troop with moderate hitpoints, similar to the Wizard.

A Ice Wizard card costs 3 Elixir to deploy.

Ice Wizard's attacks will slow his targets' movement and attack speed.

All his standard face features are blue, while his clothing resembles that of the Wizard.

Strategy

The Ice Wizard can deal with swarms well because of his moderate area damage. Nevertheless, he is also a good counter for opposing troops with higher health, notably slowing enemy units' movement and attack speed.

Due to his low DPS and ability to slow down enemy troop movement and attack speed, the Ice Wizard is effectively used to support high hitpoint units, such as the Giant or the Giant Skeleton.

The Ice Wizard can significantly reduce enemy troop DPS by reducing attack speed, allowing important units to last longer and receive less damage as they cross the lane to damage the enemy Crown Tower.

You can use the Ice Wizard effectively with high damage, single target troops like the P.E.K.K.A. or Prince to prevent them from being swarmed by low hitpoint troops.

The Ice Wizard can sometimes also be used to counter the fast-moving Prince and Dark Prince.

Note that the Ice Wizard's ice blasts will not prevent them from dealing double damage with their respective charge attacks.

The Ice Wizard can be paired up with the Wizard to support other troops. The Wizard can deal the damage while the Ice Wizard will slow the opposing troops down, giving the Wizard more time to finish them off.

He can be easily countered by any high damage troops like the Mini P.E.K.K.A. thanks to his slow attack speed and low damage.

Trivia

The Ice Wizard was added to the game on 29/2/16 with the March Update.

On 23/3/16, a Balance Update increased the Ice Wizard's damage by 5%.

On 3/5/16, the May Update fixed the "range bug" and decreased the Ice Wizard's range to 5.5 (from 6) but his effective range is unchanged.

When Ice Wizard is deployed, a small pile of snow is left behind him before the Ice Wizard starts to move.

Ice Wizard is currently the only troop that can slow down other troops.

Even though they are both Wizards, the Ice Wizard's range is 0.5 tiles more than the Wizard.











When Ice Wizard slows an enemy, a pile of snow will fall off the target, and the enemy also leaves a trail of snow when it walks.

The enemy will also speak with a deeper pitch.

His description incorrectly states his type of mustache as handlebar; based on his appearance both on the card and in-game, it appears to be a horseshoe mustache. When deployed or when attacking, Ice Wizard shouts aloud spells or battle cries, such as "Lunta!" "Kylmä!" "Pakastaa!" or "Täältä pesee!". He actually speaks Finnish, and nearly all his words refer to icy things, for example "Snow!" "Cold!" "Freeze!" or "Here it comes!" His cousin the Wizard does something similar, but saying fiery things in English instead. The Ice Wizard info text changed with the May Update.

It used to read, "This chill caster hails from the far North. He shoots ice shards at enemies, slowing down their movement and attack speed."

Strangely, despite being able to attack with and control ice, the Ice Wizard is not immune to the Freeze spell, enemy Ice Spirits, or enemy Ice Wizards.

Statistics								
Hit Speed	Speed	Deploy Time	Range	Target	Cost	Count	Type	Rarity
 1.5 sec	 Medium	 1 sec	 5.5	 Air & Ground	 3	 x1	 Troop	 Legendary
Level	Hitpoints	Area Damage		Damage per second				
 1	 700	 63		 42				
2	770	69		46				
3	847	76		50				
4	931	83		55				
5	1,022	91		60				

Builder's Workshop

Golem



"Slow but durable, only attacks buildings. When destroyed, explosively splits into two Golemites and deals area damage!"

Summary

The Golem is unlocked from the Builder's Workshop (Arena 6).

It is a single target, melee troop with very high hitpoints and moderate damage.

Like the Giant, the Golem has extremely high hitpoints and deals significant damage, targeting only buildings (like Crown Towers).

A Golem card costs 8 Elixir to deploy.

Upon death, the Golem ruptures into two weaker Golemites, causing moderate Area Damage.

The Golemites continue to deal damage until they are destroyed.

Alike the Golem, when the Golemites are destroyed, they rupture, dealing Area Damage.

The Golem's appearance takes form as a colossal, menacing, rock brute with crystals growing on its back. Its Golemites have a similar look, except much smaller in size.

Strategy

As a high hitpoint card, the Golem is effectively used in conjunction with a high damaging support card, like a Mini P.E.K.K.A. or a Prince.

Upon destruction, the Golem deals area damage when split into Golemites. The area damage caused by the troop's destruction deals damage to surrounding enemy cards. This is able to eliminate low health troops like Spear Goblins.

The Golemites also deal area damage upon death, but it is insignificant compared to the health of any card.

An effective strategy with Golem, due to its slow deploy time movement speed and average damage, is to strengthen it with supporting troops as it makes its way to the opposing Crown Towers. By deploying the Golem on the rear of the Arena (behind the player's King's Tower), the player is able to place supportive troops, such as the Wizard, Musketeer or even a mirrored Golem, to make the push extremely effective and difficult to counter.

Although the Golem spawn Golemites upon death, buildings, and troops will start targeting troops behind the Golem since it takes 1 second for the Golemites to spawn and the closest targets will be the troops the Golem is protecting.

Always keep in mind that an Inferno Tower can easily destroy a Golem due to the fact that its damage will become extremely strong over time.

The Inferno Tower can be countered by using high damaging spells, such as the Rocket or Lightning.

Alternatively, if the player lacks access to high damaging spells, distracting troops such as Barbarians, Minions, or Skeletons can be placed in front of the Golem to distract the Inferno Tower long enough to strike it down.

Although the Skeleton Army is usually effective for countering high hitpoint, single target troops, it is not recommended to use it to counter a Golem because its death damage will kill most, if not all of the Skeletons.

However, in desperate situations, the Skeleton Army can still be used to kill the whole Golem, as the Golemites are relatively easier to defeat.

Minion Horde can simply take the Golem out fast and unharmed, due to the fact the explosion only damages ground troops.

Trivia

On 2/2/16, the February Update increased the Golem's hitpoints, damage and destruction upon death damage by 43%, but decreased the same stats on the Golemite by 43%.

On 19/2/16, the Balance Update decreased the Golem's and Golemite's hitpoints by 5%.

On 3/5/16, the May Update changed the Golem's appearance to include crystals on its back and the blue/red spiked collar was removed from its neck.

Its card picture shows its eyes to be pink, while they are actually blue or red in battle. Additionally, in gameplay the Golem does not have the creepy grin it shows in the card picture.

On 18/5/16, a Balance Update increased the Golem and Golemite's hitpoints by 5%.

Golem and Golemite's Death Damage is the same value as the respective units' damage.

The card picture shows the Golem to have white pupils.

The Golem and Golemite are the only cards in the game dealing death damage that isn't related to bombs. (Others include Giant Skeleton and Balloon)









It is the most expensive Epic card.

At level 8, the Golem has the most hitpoints of any troop in the game.

In fact, the Golem's hitpoints are so high that a level 8 Golem has higher hitpoints than a level 13 King's Tower.

Statistics










Golem Attributes

Hit Speed 	Speed 	Deploy Time 	Range 	Target 	Cost 	Count 	Type 	Rarity 
2.5 sec	Slow	3 sec	Melee	Buildings	8	x1	Troop	Epic

Golemite Attributes

Hit Speed 	Speed 	Target 	Count 
2.5 sec	Slow	Buildings	x2

Card Statistics

Level 	Golem Hitpoints 	Golem Damage 	Golem Damage per second 	Golem Death Damage 	Golemite Hitpoints 	Golemite Damage 	Golemite Damage per second 	Golemite Death Damage 
1	3,150	186	74	186	630	37	15	37
2	3,465	204	81	204	693	40	16	40
3	3,811	225	90	225	762	44	18	44
4	4,189	246	98	246	837	49	20	49
5	4,599	270	108	271	919	54	22	54
6	5,040	297	118	297	1,008	59	24	59
7	5,544	327	130	327	1,108	65	26	65
8	6,079	358	143	358	1,215	71	28	71

Sparky



"With coils of iron and wheels of wood, the Sparky unloads massive damage to opponents. Overkill isn't in her dictionary."

Summary

The Sparky is unlocked from the Builder's Workshop (Arena 6).

She deals extremely high area damage.

She is a low ranged troop with high hitpoints.

A Sparky card costs 6 Elixir to deploy.

Sparky takes the appearance of a siege machine with a Tesla coil mounted atop of it.

Strategy

Sparky is capable of taking out high HP troops like a Giant or a P.E.K.K.A. in just a few shots.

However, Sparky has a slow hit speed, leaving her vulnerable to swarms of troops.

As Sparky deals immense damage, she is best used as a high damage support troop, ideally behind a tank troop like the Golem, P.E.K.K.A., or Giant.

Sparky's damage, if used incorrectly, is often wasted on weak troops like Goblins. Make sure to put area damage troops such as the Bomber, Princess, Ice Wizard, or Fire Spirits behind her to kill low hitpoint troops and pave the way for Sparky!

A great counter to a lone Sparky, in addition to using flying troops, is using Guards, Dark Prince, Skeletons or Barbarians for a positive Elixir trade. Due to the Guards' and Dark Prince's shields, they will be able to survive a hit from the Sparky, and also deal great damage to it. For the Skeletons and Barbarians, surround Sparky and she should only shoot one of the troops. The rest of the Skeletons/Barbarians should take out Sparky before she charges another shot.

When Sparky is deployed, she will charge up her initial attack for 5 seconds in addition to her deploy time of 1 second resulting in a slow first attack. Keep this in mind when deploying, destroying, or defending against her!

2 Sparkies can take out tanks like Giants and P.E.K.K.As quickly if upgraded sufficiently or if the tanks are underleveled. (2 level 1 Sparkies deal 2600 damage, leaving a level 5 giant with around 300 hitpoints and killing a level 1 P.E.K.K.A)

The Zap, the Freeze and the Ice Spirit can reset Sparky's attack, allowing the player to get additional time before Sparky fires.

Rage has substantial utility with Sparky's attack speed, allowing her to obliterate a Crown Tower with ease.

Pairing splash troops (particularly the Dark Prince) with Sparky can clear swarms of weaker troops effectively, helping to alleviate her traditional weakness and ensuring she does not waste her blast on cheap troops.

A Sparky can be killed with a high leveled Rocket. This allows the player to destroy Sparky and maybe damage other buildings/troops at the same time.

A lone Sparky may be countered with a Tombstone. Due to the Sparky's slow attack speed, the spawned Skeletons will distract her indefinitely. If placed correctly, the Skeletons can distract Sparky while the Arena Tower will kill her.

Backing up Sparky with Fire Spirits can be devastating. If the opposing player spawns a swarm of units, Fire Spirits can eliminate them quickly whilst Sparky ignores them.

When people are attempting to counter Sparky a Zap is an effective 2 elixir counter as it will reset Sparky's charge allowing her to be more vulnerable.

Trivia

Sparky was added to the game on 3/5/16 with the May Update.

Its tip resembles a level 7 Hidden Tesla from Clash of Clans placed on a wooden cart with wheels. The same tip appears on top of the Level 7 Clash of Clans Laboratory.

When fully upgraded, she deals the highest damage per hit of any troop in the game, at 1,898 damage.

Even a level 1 Sparky deals more damage per hit than the level 8 Balloon, the previous record holder of highest damage per hit of any troop, with 1,300 damage as opposed to the Balloon's 1,158 damage.

However, Sparky has a thoroughly average DPS due to her hit speed, which is tied for slowest alongside the Mortar and she also has the slowest attack speed of any troop.

This is currently the only single-drop card capable of killing itself in one shot.

Skeletons can also kill themselves in one hit at the same level due to having the same damage as its health.

Sparky is also the only troop with more damage than its health.

She is the only troop that visibly readies its attack.














Sparky knocks herself a few tiles back when she attacks.

When she has fully charged and ready for a shot, all three of her coils will glow blue with electricity.

While recharging, the coils will light up one by one.

Even though she has a battering ram, she doesn't specialise in melee combat. The ram is more of a protective armor, giving her a lot of health even though she has a wooden hull.

On 4/7/16, the Tournaments Update changed her description. It used to read "Sparky has a heavy-handed approach in life: Obliterate everything in sight."

Statistics								
Hit Speed	Speed	Deploy Time	Range	Target	Cost	Count	Type	Rarity
								
5 sec	Slow	1 sec	4.5	Ground	6	x1	Troop	Legendary
Level	Hitpoints	Area Damage		Damage per second				
								
1	1,200	1,300		260				
2	1,320	1,430		286				
3	1,452	1,573		314				
4	1,596	1,729		345				
5	1,752	1,898		379				

Miner



"The Miner can burrow his way underground and appear anywhere in the Arena. It's not magic, it's a shovel."

Summary

The Miner is unlocked from the Builder's Workshop (Arena 6).

He is a single target, melee troop with high hitpoints and moderate damage.

A Miner card costs 3 Elixir to deploy.

The Miner is the only troop that can be deployed anywhere on the Arena.

The Miner appears to be a joyous digger whose face is dirt scathed probably due to his profile as a miner. He has a bright red nose, a shovel, and a black helmet with a candle on it.

Strategy

Due to his ability to be placed anywhere, the Miner can be used for surprise attacks.

He deals 60% less damage to Crown Towers, so it's recommended not to use him on them alone.

However, he can act as a surprise tank. A Miner backed up by high DPS troops such as Goblins or Minions is a cheap way to deal immense damage.

Use Miners to destroy enemy buildings when they are distracted. He is also a great counter to spawners.

He can easily do damage to Elixir Collectors especially if the Crown Towers are distracted, preventing a Elixir advantage for the opponent.

You can also support your pushes by deploying the Miner next to your troops.

The Miner can take out squishy but powerful troops such as the Princess or Musketeer that are protected by a tank.

Being a single-target troop, the Miner is very weak against a small swarm of troops, such as Skeletons, which distract the Miner and prevent him from attacking nearby buildings.

Pairing up the Miner and Hog Rider is a great choice for a push, however, it is vulnerable to air troops, such as Minions, and is also easily stopped by Barbarians.

Trivia

The Miner was added to the game on 3/5/16 with the May Update.

On 18/5/16, a Balance Update increased the Miner's hitpoints by 6%

On 4/7/16, a Balance Update decreased the Miner's deploy time to 0.7 seconds (from 1 second)

This change was unmentioned in any change notes, and was later said to be unintentional by Supercell.

It is the only Troop card that can be placed anywhere on the Arena.

The Goblin Barrel can deploy Goblins anywhere on the Arena too. However the difference is that the Goblin Barrel is a spell. Note that the Goblin Barrel flies over everything, so your opponent can easily see it coming, while with the Miner, it is harder to predict its destination.

It is the only troop to deal reduced damage to Crown Towers.

When the Miner is digging to his desired location, the dirt in the arena is uprooted even if the arena is not made of dirt or the Miner is going over a bridge.

It is unknown how the Miner digs through the river.


Also, when the Miner digs through his desired location, if he unknowingly digs under a place where troops are standing, the troops above it will move aside. This uprooting of the dirt can re-aggro troops as it pushes them aside, effectively switching targets. However, this is not substantially used as it is hard to predict miner movement.






The Miner has inferior hitpoints and DPS (especially against Crown Towers) compared to a Knight that is 8 levels higher than the Miner. The two main advantages of the Miner over the Knight are unlimited placement area and a slightly faster movement speed.

The main disadvantage is that the Knight can be upgraded more often because of it being a common card. Miner is a legendary, so it can hardly even upgrade that easily. This isn't a really bad disadvantage though.

The Miner is one of two troops that inspired a troop in Clash of Clans, the other one being the Baby Dragon. However, both are slightly different from their Clash counterparts in both looks and abilities.

Statistics

Hit Speed 	Speed 	Deploy Time 	Range 	Target 	Cost 	Count 	Type 	Rarity 
1.2 sec	Fast	0.7 sec	Melee	Ground	3	x1	Troop	Legendary

Level 	Hitpoints 	Damage 	Damage per second 	Crown Tower Damage 
1	1,060	160	133	64
2	1,166	176	146	71
3	1,282	193	160	78
4	1,409	212	176	85
5	1,547	233	194	94

Royal Arena

Royal Giant



"Destroying enemy buildings with his massive cannon is his job; making a raggedy blond beard look good is his passion."

Summary

The Royal Giant is unlocked from the Royal Arena (Arena 7).

He is a single target, long ranged troop with high hitpoints and moderate damage.

A Royal Giant card costs 6 Elixir to deploy.

The Royal Giant prioritizes buildings as his target, similar to Giant.

Its appearance is similar to that of a Giant but he sports a darker colored cloth coat, has a mustache with sideburns which go to his chin, wears an earring and wields a cannon in one hand, and a cannonball in the other.

Strategy

The Royal Giant's range makes him a more flexible option than the Giant. Because he attacks from a long range, he is effective to pair with a Princess, who has a longer range, and can be shielded by the Royal Giant.

The Royal Giant stands in place while attacking, luring defending enemy troops towards him and closer to your other attacking troops. Therefore, pairing him up with a Wizard or Bomber allows you to easily defeat defending Goblins and Barbarians, giving way for melee troops such as the Prince or Hog Rider to attack unhindered.

The Minion Horde and Skeleton Army can effectively counter a Royal Giant. As he cannot attack either unit, their large numbers can easily whittle down a Royal Giant's hitpoints quickly.

However, they are defeated easily by a supporting Wizard or Arrows.

Placing him on the end of the bridge almost immediately allows him to attack the enemy Arena Tower, making him an instant threat.

However, as the Royal Giant is ranged, he will not protect your melee troops from enemy defenders, making his high hitpoints worthless as a shield.

It is possible to use the Royal Giant as a tank if the player puts down melee troops after the Crown Tower targets the Royal Giant.

The Royal Giant can out range any defense except for the Mortar and X-Bow. This means that he can effectively take out annoying defenses such as the Bomb Tower and Cannon.

The Tesla, despite its inferior range, can target a Royal Giant because the Tesla is hidden until it can attack an enemy. However, if the Royal Giant stays out of Tesla range, it will be effectively useless.

Most players try to distract their enemy's troops by placing a building in the middle of their field. If they happen to place such buildings at most 4 tiles from the

river, punish their mistake by countering with a Royal Giant for a relatively risk-free destruction from your side of the field!

This troop can be used to first destroy defenses before attacking.

Don't use this card if it's under-leveled, due to the fact that your opponents could have really strong cards from previous arenas to counter this within a short moment. Upgrade it to level 5 or higher before using it.

For the alternative to this until you upgrade it, use your Hog Rider.

If your opponent has an Inferno Tower wait until they deploy it then use the Royal Giant, as the Inferno can take out the Royal Giant if placed reactively, but not if it was placed before the Royal Giant as he outranges it. Alternatively, small troops such as Goblins or Minions can be used to eliminate the Inferno quickly.

Trivia

The Royal Giant was added to the game on 29/2/16 with the March Update.

On 23/3/16, a Balance Update increased the Royal Giant's damage by 20%.

On 3/5/16, the May Update increased the Royal Giant's range by 1 and also changed his description.

It used to say, "Sighting his massive cannon at enemy buildings, the Royal Giant comes in like a wrecking ball."

On 18/5/16, a Balance Update decreased the Royal Giant's damage by 4%.

Oddly, the Royal Giant is wearing a chain mail vest under his tunic, but he is less durable than the regular Giant.














The Cannon he wields appears to be a turret of a level 7 Cannon from Clash of Clans.

He is the most expensive Common card, at 6 Elixir.

Oddly, the cannon ball he holds is larger than the cannon ball fired from his Cannon.

Even so, the Royal Giant can be seen loading this cannon ball back into the cannon during the recoil animation after he fires.

The Royal Giant appears to be bigger than his "brother", the Giant , but at level 1, the Royal Giant has 800 hitpoints less than the Giant.

Statistics								
Hit Speed	Speed	Deploy Time	Range	Target	Cost	Count	Type	Rarity
								
1.5 sec	Slow	1 sec	6.5	Buildings	6	x1	Troop	Common
Level	Hitpoints	Damage	Damage per second					
								
1	1,200	78	52					
2	1,320	85	56					
3	1,452	94	62					
4	1,596	103	68					
5	1,752	113	75					
6	1,920	124	82					
7	2,112	132	88					
8	2,316	144	96					
9	2,544	159	106					
10	2,796	174	116					
11	3,072	192	128					
12	3,372	210	140					
13	3,708	231	154					

Three Musketeers



"Trio of powerful, independent markswomen, fighting for justice and honor. Disrespecting them would not be just a mistake, it would be a cardinal sin!"

Summary

The Three Musketeers are unlocked from the Royal Arena (Arena 7).

It spawns three single target, medium ranged Musketeers with both moderate hitpoints and damage.

A Three Musketeers card costs 9 Elixir to deploy.

Strategy

The Three Musketeers is a risky card to play. Being a high cost card, at 9 Elixir, it is imperative to know if the opponent does not have cards to punish the player for playing the card.

The player can simply cast a Fireball, Rocket or Lightning spell on the Three Musketeers to eliminate all of them, giving them a significant Elixir advantage.

The Three Musketeers will not be killed by a Fireball of an equal level.

Be careful when using the Lightning to counter them. It always targets the units with the highest hitpoints, so if they are using Barbarians as a tank, the Lightning will only target the Barbarians and leave all 3 Musketeers alive.

One could also use a Zap in combination with Fire Spirits. Deploy the Fire Spirits shortly after Zapping all three Musketeers, and they can potentially wipe them all out for a 5 Elixir advantage. Said Musketeers will be eliminated by a combo of Zap and Fire Spirits that is at least 1 level higher than them, so this strategy can work well at Tournament Rules levels.

The Three Musketeers deal heavy damage with a Rage spell. They can easily demolish a Crown Tower in a few seconds.

It is extremely important to distract the Musketeers when they are spawned, as they will not change their target once they lock onto your Crown Tower, dealing devastating damage even if you try to destroy them.

Keep in mind that when the Three Musketeers are not distracted, deploying cheap swarm troops like Spear Goblins is very ineffective. This is because they are in a group of 3, and therefore can eliminate 3 low hitpoint troops in a single burst.

If they lock on to your Crown Tower, try making them retarget by "pushing" them away with a troop that only targets buildings like the Giant or by placing down troops in front of them and zapping them with a Zap spell.

When deploying the Three Musketeers, deploy them in the back of your part of the arena so you have time to generate Elixir before they attack the enemy. It is recommended to use tanks to protect them, but unfortunately, as risky as it is, spells like Rockets and Fireballs can damage a tower and simultaneously kill/weaken the Three Musketeers. A better idea is to place a tank at the rear of the arena and the Three Musketeers behind them.

You can also deploy the Three Musketeers in the middle of your part of the arena so they will split up into 2 groups. The opponent will always try to counter the 2 musketeers group, so supporting the solo musketeer might take your opponent by surprise.

Never try deploying Four Musketeers or more (3 Musketeers + a single Musketeer). In the case of 4 Musketeers, not only does it cost 13 Elixir, a Fireball + Zap combo can wipe them off the Arena and give a huge 7 Elixir profit.

When the opponent has 1 Crown Tower destroyed, you can deploy the Three Musketeers in the middle of the Arena , doing lots of damage to the other Crown Tower. It is not recommended to do this if the opponent has a building in his/her side of the arena, as this will give them time to counter the musketeers.

Trivia

The Three Musketeers were added to the game on 29/2/16 with the March Update.

On 23/3/16, a Balance Update decreased the Three Musketeers' cost to 9 (from 10).

They are the most expensive Rare card and the most expensive card in the entire game.

Before the 23/3 update, when the Three Musketeers cost 10 elixir, mirroring them would still cost 10 elixir.










The title and description of the card is a reference to the classic novel The Three Musketeers.




When compared to the player spawning 3 Musketeers individually, the Three Musketeers card is cheaper by 3 Elixir.

Playing the regular Musketeer and using the Mirror on her costs the same as the 3 Musketeers, but only yields 2 Musketeers.

The Three Musketeers lack the crater on their helmets which the single Musketeer bears.

Statistics

Hit Speed 	Speed 	Deploy Time 	Range 	Target 	Cost 	Count 	Type 	Rarity 
1.1 sec	Medium	1 sec	6	Air & Ground	9	x3	Troop	Rare

Level 	Hitpoints 	Damage 	Damage per second 
1	340	100	90
2	374	110	100
3	411	121	110
4	452	133	120
5	496	146	132
6	544	160	145
7	598	176	160
8	656	193	175
9	720	212	192
10	792	233	211
11	870	256	232

Dark Prince



"The Dark Prince deals area damage and lets his spiked club do the talking for him - because when he does talk, it sounds like he has a bucket on his head."

Summary

The Dark Prince is unlocked from the Royal Arena (Arena 7).

He is a high hitpoint, melee troop that deals splash damage, making him effective against hordes of troops.

A Dark Prince card costs 4 Elixir to deploy.

The Dark Prince takes appearance as a man in black armor, with his shining blue eyes and nose visible, and a part of his neck as well. He carries a spiked club and wooden shield and rides a pony the same breed as its counterpart: the Prince.

Alike the Prince, when the Dark Prince rushes, he will charge, gaining increasing speed. When the Dark Prince charges and attacks a target, he will do 2x damage to the target and any troops surrounding him in a 360 degree blow like that of the Valkyrie while immediately losing the speed bonus.

The Dark Prince can regain the movement speed bonus if he starts to move again.

Note that his charge attack is all directions like a Valkyrie, but his normal attack is a normal splash hit like a Wizard or Baby Dragon.

Strategy

When fighting an opposing Dark Prince, an effective counter is to place a unit to withstand its charge attack, such as a Knight.

However, unlike the Prince, a high hitpoint troop is much more effective to counter the Dark Prince than deploying low hitpoint units to counter the card, as the Dark Prince deals area damage. Even if you surround him, his 360 degree charge attack will kill them all.

Excess damage from destroying The Dark Prince's shield will not affect his new hitpoints.

For instance, if Dark Prince has 200 shield hitpoints, and a Lightning does 650 damage to him, the extra 450 damage will be completely negated.

The Dark Prince is effective at stopping the Prince's charge attack. Due to his shield having a separate health bar from himself, it will absorb the Prince's charging attack, keeping the Dark Prince alive, and allowing him to survive.

An attacking Dark Prince in affiliation with the Prince is immensely effective. The Dark Prince can eliminate opposing low hitpoint troops while the Prince charges towards the enemy Tower, unhindered.

It isn't a good idea to use a low-leveled dark prince, as he won't deal enough damage to hordes of troops.

Trivia

The Dark Prince was added to the game on 29/2/16 with the March Update.

On 23/3/16, a Balance Update decreased the Dark Prince's charge speed by 13%.

On 4/7/16, the Tournaments Update increased the Dark Prince's damage by 8%, and made him unaffected by pushback.

Like its counterpart, the Dark Prince is not related to any other Supercell game.

The Dark Prince has notably less hitpoints than the Prince. Note, however, that the Dark Prince is protected by a shield.

Similar to the Knight, the Dark Prince's shield and mace fall to the ground when they are both respectively destroyed.

The Dark Prince's voice and battle cry are muffled. This is most likely because he wears a full-face helmet.

The Dark Prince and its counterpart ride the same breed of horse, as stated on Clash Royale's Official Website

He seems to wear a chain mail as similar to the Knight's under his armor.

Dark Prince and Guards are the only 2 cards to have a shield along with their own health.

Dark Prince and Valkyrie are the only melee troops that deal area damage.










The Prince and Dark Prince are the only troop cards in the game that do varying attack damage (Not including death damage like that of the Giant Skeleton).







Dark Prince and Prince are both brothers as stated in the game.

The Dark Prince info text changed with the May Update.

It used to say, "Dealing area damage with each swing and double after charging, the Dark Prince is a formidable fighter. To harm his squishy core, break his shield first."

Statistics

Hit Speed 	Speed 	Deploy Time 	Range 	Target 	Cost 	Count 	Type 	Rarity 
1.5 sec	Medium	1 sec	Melee	Ground	4	x1	Troop	Epic

Level 	Hitpoints 	Shield Hitpoints 	Area Damage 	Damage with Charge 	Damage per second 
1	700	200	135	270	90
2	770	220	148	296	98
3	847	242	163	317	108
4	931	266	179	358	119
5	1,022	292	197	394	131
6	1,120	320	216	432	144
7	1,232	352	237	474	158
8	1,351	386	260	520	173

Guards



"Three ruthless bone brothers with shields. Knock off their shields and all that's left are three ruthless bone brothers."

Summary

The Guards are unlocked from the Royal Arena (Arena 7).

It spawns three single target, melee Skeletons with low hitpoints and shields.

A Guards card costs 3 Elixir to deploy.

They seem to have an underbite, similar to the Giant Skeleton.

The Guards are slightly larger than regular skeletons, roughly the size of a Bomber.

They appear similar to the Giant Skeleton due to their underbite, and have the same diagonal scar as normal skeletons, but have a few exceptions like wooden spears which Spear Goblins bear, wooden shields, and Dark Prince helmets.

Strategy

The Guards can counter high damage, single target troops, as their shield allows them to survive an extra hit.

The Guards' shields prevent them from being killed in one hit by spell cards.

The Guards can be used effectively to counter a lone Sparky. With their shield, they can withstand a blow from the Sparky and destroy it before it shoots a second time.

The Guards can be countered with Area Damage troops or buildings. The Fire Spirits and Bomber are most effective, but the Wizard or the Bomb Tower are also good (but expensive) options.

Fire Spirits may only take out the Guards' shields and may not kill them entirely. This does render them without a shield, however, leaving them vulnerable to attacks.

Thanks to their shields, the Guards are good at taking out glass cannon troops, such as the Wizard or Musketeer, if spawned around them, as 1 guard will be able to absorb 2 hits.

Trivia

The Guards were added to the game on 3/5/16 with the May Update.

On 18/5/16, a Balance Update increased the Guards' hitpoints and damage by 8%.

On 21/6/16, a Balance Update removed pushback when their shields break.

The Guards is one of the 9 cards associated with Skeletons.















The Guards have many appearance traits similar to that of other cards, like Skeletons, Giant Skeleton, Dark Prince, Spear Goblins etc.

The Guards and the Dark Prince are the only 2 cards to have a shield along with their own health.

Similarly, both have an Epic rarity, and both are unlocked at Arena 7.

The Guards are one of the three cheapest Epic cards in the game, the others being the Rage, and the Goblin Barrel, both of which also cost 3 Elixir.

No matter how much damage is inflicted onto the shield, the guard behind it will remain intact, just like the Dark Prince. This means that not even a Rocket can destroy a Guard while it still has its shield.

Statistics								
Hit Speed	Speed	Deploy Time	Range	Target	Cost	Count	Type	Rarity
								
1.2 sec	Fast	1 sec	Melee	Ground	3	x3	Troop	Epic
Level	Hitpoints	Shield Hitpoints	Damage	Damage per second				
								
1	65	150	65	54				
2	71	165	71	59				
3	78	181	78	65				
4	86	199	86	71				
5	94	219	94	78				
6	104	240	104	86				
7	114	264	114	95				
8	125	289	125	104				

Princess



"This stunning Princess shoots flaming arrows from long range. If you're feeling warm feelings towards her, it's probably because you're on fire."

Summary

The Princess is unlocked from the Royal Arena (Arena 7).

She is an area damage, long ranged troop with low hitpoints and moderate damage.

A Princess card costs 3 Elixir to deploy.

The Princess' range is so long she can target and shoot Arena Towers from the opposite side of the river.

Strategy

The Princess' ranged area damage makes her a good counter for hordes of low hitpoint troops.

The area damage of the Princess is very high, but due to her low hitpoints, she can be eliminated quickly. It is effective to spawn a Giant or Knight in front of her

defensively, to engage any opposing troops so that the Princess can survive and continue to inflict damage.

If ignored, the Princess can get a tower on her own easily. And once she locks on a tower, dealing with a tank in front of her will be more of a waste.

A well placed Fireball, Arrows, The Log or Goblins can easily eliminate the Princess.

Be careful when using Arrows to defeat a Princess, as the opponent may take advantage of your lack of Arrows and deploy swarms of low hitpoint troops, such as the Minion Horde, Skeleton Army or even a mirrored Princess.

Arrows that are seven levels higher than a Princess can take her out.

Although the Princess is superior to attacking defensive buildings at a distance, the Tesla cannot be attacked by the Princess whilst it is hidden, forcing the player to aggressively attack the Tesla or to leave the Princess to be eliminated.

However, the Princess will most likely target the Arena Tower first, unless the Tesla is very close to the separating area.

When defending against an enemy rush, deploying her at the back of the Arena is beneficial, as her long range will allow her to attack while receiving no incoming hits.

Keep in mind that spells and the Miner can still reach her.

Trivia

The Princess was added to the game on 29/2/16 with the March Update.

On 23/3/16, a Balance Update decreased the Princess' hitpoints by 10%.

Before the update, from level 5, the Princess could not be taken out by level 12 Arrows (and also she could not be taken out in friendly battle where the Legendary level cap is 1 and the common level cap is 8).

On 3/5/16, the May Update fixed the "range bug" and decreased the Princess' range to 9 (from 9.5) but her effective range is unchanged.

The Princess, the Mortar, and the X-Bow are the only 3 cards being able to hit opponent's Crown Tower without being targeted by it.





She is the only troop card that can do it.

According to the official game tips, two Princesses guard the two Arena Towers.

However, the Arena Tower Princesses shoots single arrows, have less range but have faster Attack Speed when compared to the Princess troop. They seem more similar to Spear Goblins or Archers, or even the Archer Tower from Clash of Clans. When attacking, she can say words such as "Let's go!", "Gotcha!", "Bulls-eye!", and "Yay." The Princess has 3 arrows nocked in the card picture, although she shoots 5 arrows in game.

The Princess info text changed with the May Update.

It used to read, "Shoots a volley of flaming arrows halfway across the Arena. The Princess is afraid of germs, so keep the rabble away from her!"

Statistics								
Hit Speed	Speed	Deploy Time	Range	Target	Cost	Count	Type	Rarity
								
3 sec	Medium	1 sec	9	Air & Ground	3	x1	Troop	Legendary
Level	Hitpoints	Area Damage		Damage per second				
								
1	216	140		46				
2	237	154		51				
3	261	169		56				
4	287	186		62				
5	315	204		68				

Frozen Peak

Ice Spirit

Summary

The Ice Spirit is unlocked from the Frozen Peak (Arena 8).

It is an area damage, short ranged troop with low hitpoints and damage.

An Ice Spirit card costs 1 Elixir to deploy.

Like its counterpart, the Ice Spirit will launch itself at its target when attacking.

The Ice Spirit will temporarily freeze any troops targeted for 2 seconds.

Strategy

An Ice Spirit paired with a Hog Rider is a great combination, as the Ice Spirit will freeze any troop or buildings trying to counter the Hog Rider.

If you have the Zap, you can extend an extra second for another hit.

The Ice Spirit can be useful to help a Crown Tower take out some horde troops, such as Minion Hordes or Spear Goblins.

However, it only comes as a single troop with low hitpoints, so it can be one-shotted or two-shotted by many things. If this is the case, use a distracting/tank troop before using an Ice Spirit.












The Ice Spirit can serve as a replacement for the Zap, as it freezes troops for twice as long while having only half the cost. However, it does noticeably less damage than the Zap, having trouble killing even Spear Goblins.

The player can place cheap troops such as Skeletons to soak up the Ice Spirit's attack.

Trivia

The Ice Spirit was added to the game on 4/7/16 with the Tournaments Update.

The Ice Spirit and the Skeletons are the only cards that cost only one Elixir, making them the cheapest cards in the game.

Statistics							
Speed 	Deploy Time 	Range 	Target 	Freeze Duration 	Cost 	Type 	Rarity 
Very Fast	1 sec	2.5	Air & Ground	2 sec	1	Troop	Common
Level 	Hitpoints 		Area Damage 				
1	90		50				
2	99		55				
3	108		60				
4	119		66				
5	131		73				
6	144		80				
7	158		88				
8	173		96				
9	190		106				
10	209		116				
11	230		128				
12	252		140				
13	278		154				

Bowler



"This big dude digs the simple things in life - Dark Elixir drinks and throwing rocks. His massive boulders bounce off their target, landing behind for a double strike!"

Summary

The Bowler is unlocked from the Frozen Peak (Arena 8).

He is an area damage, medium ranged troop with high hitpoints and moderate damage.

A Bowler card costs 6 Elixir to deploy.

Strategy

The Bowler has a similar attack to The Log, knocking back troops in a similar manner to the Fireball, but linearly, and not stopping until its range has been completed.

It is important to place the Bowler correctly, as to make the most use out of his linear rolling attack. For example, if there is a big push with many low hitpoint troops hiding behind a tank, then you should place the Bowler directly in front of the tank so his boulder will roll over all the troops behind it.

The Bowler is a very effective counter to cards that spawn other units such as the Barbarian Hut and Goblin Hut, as he constantly pushes the spawned units back and deals damage to all of them. During a push, he can be thought of as a splash/tank unit like the Valkyrie, but better against spawners because of his range yet more vulnerable to surround tactics because of his slow hit speed and non 360-degree splash. When defending against a Bowler, Minions and Minion Horde can quickly take him out, as the Bowler only hits ground troops. It is also possible to surround the Bowler with cheap units due to his slow, linear attack.














He has a slow hit speed and low damage per second, so you might need to back it up with troops with fast attack speeds and hard hitters such as the Musketeer and the Witch.

Trivia

The Bowler was added to the game on 4/7/16 with the Tournaments Update.

The description was taken from Clash of Clans, though there actually isn't Dark Elixir in the game.

When throwing his rock, he says "Ah-Wee!"

Statistics								
Hit Speed 	Speed 	Deploy Time 	Range 	Target 	Cost 	Count 	Type 	Rarity 
2.5 sec	Slow	1 sec	5	Ground	6	x1	Troop	Epic
Level 	Hitpoints 	Area Damage 		Damage Per Second 				
1	1,300	200		80				
2	1,430	220		88				
3	1,573	242		96				
4	1,729	266		106				
5	1,898	292		116				
6	2,080	320		128				
7	2,288	352		140				
8	2,509	386		154				

Lumberjack



"He chops trees by day and hunts The Log by night. His bottle of Rage spills everywhere when he dies."

Summary

The Lumberjack is unlocked from Frozen Peak (Arena 8).

He is a single target, melee troop with moderate hitpoints and high damage.

A Lumberjack card costs 4 Elixir to deploy.

Upon death, he drops a bottle of Rage that increases the attack speed and movement speed of your troops and buildings in the spell's area.

Strategy

The Lumberjack is best to be supported with other troops because when he dies, the Rage will make the other troops do great damage.

For this strategy, place him near or at the front so that when he dies, many of the troops in the push will still survive.

He can also be used defensively. If he is killed while near your Arena Tower, the resulting Rage will be dropped on the Arena Tower, increasing its attack speed.

You can also capitalise on this by placing other buildings in front of the Arena Tower.














Trivia

The Lumberjack was added to the game on 4/7/16 with the Tournaments Update.

During the Lumberjack's deploy time, he can be seen drinking his bottle of Rage.

The Lumberjack seems responsible for creating The Log. The Log turned villainous when a bottle of Rage was spilt on it, much like the one the Lumberjack drinks. This is proven from his description and one of the loading screen tips, saying "The Lumberjack and the Log goes way back."

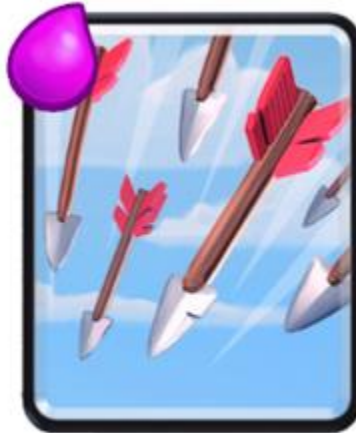
Since Rage costs 3 elixir, the Lumberjack without his Rage bottle would cost 1 Elixir.

Statistics								
Hit Speed	Speed	Deploy Time	Range	Target	Rage Effect	Cost	Type	Rarity
								
1.1 sec	Fast	1 sec	Melee	Ground	+40%	4	Troop	Legendary
Level	Hitpoints	Damage	Damage per Second					
								
1	900	260	236					
2	990	286	260					
3	1,089	314	285					
4	1,197	345	313					
5	1,314	379	344					

Spell Cards

Training Camp

Arrows



"Arrows pepper a large area damaging everyone hit. Reduced damage to Crown Towers."

Summary

The Arrows spell is unlocked from the Training Camp (Tutorial).

It is an area damage spell with a wide radius.

It is one of the most versatile spells due to its low-medium damage and large radius.

An Arrows card costs 3 Elixir to cast.

Strategy

The spell can be used to finish off buildings that are extremely low on hitpoints.

Keep in mind the Arrows do reduced damage to Crown Towers.

Arrows are extremely useful against large swarms of low health troops such as Minion Horde.

They cost 1 more Elixir than the Zap, but they also deal more damage and have more range, being able to kill equal level Minions.

You can go for a push using a Giant and a Prince or any viable combination, knowing your opponent will use low hitpoint units such as Spear Goblins, Archers and Minions. When they try to defend the Arena Tower, you can cast Arrows on the enemy units and secure a push.

Arrows are a good counter to Goblin Barrel. When your opponent throws the Goblin Barrel, fire arrows immediately once the Goblins spawn, and the Goblins will be destroyed.

Keep in mind that the Arrows do have a relatively long cast time, so firing the Arrows before the Goblin Barrel's impact will make sure that no damage is dealt to the Crown Tower .

Try to bait your opponents to use their Arrows using low hitpoint troops. You can then use troops which the opponent cannot counter easily without Arrows like the Goblin Barrel and Minion Horde.

However, keep in mind that your opponent may also have other area damage spells, such as the Zap or Fireball.

Arrows are a great counter card towards decks that have a majority of low hitpoint units, such as the Skeleton Army. Combined with a Bomber, your opponent is helpless.






It is often useful to cast the Arrows on a location before a troop is deployed there. If you get lucky, the Arrows will eliminate the counter to a strong push (like a Minion Horde) before it damages any of your troops, and you will be able to deal massive damage to a Crown Tower. However, keep in mind that there is a 1-second server delay and the opponent might not drop troops there soon enough, resulting in you losing 3 Elixir.




Arrows can one-shot the Princess if she is 7 levels lower, Minions up to 2 levels higher Skeleton Army at all levels, Goblins up to 3 levels higher, Spear Goblins up to 8 levels higher, Archers one level lower, and Fire Spirits up to 10 levels higher.

Trivia

On 2/2/16, the February Update decreased the Arrows' damage by 4%.

On 19/2/16, the Balance Update decreased the Arrows' Crown Tower damage by 20%.

Statistics				
Radius 	Target 	Cost 	Type 	Rarity 
4	Air & Ground	3	Spell	Common

Level 	Area Damage 	Crown Tower Damage 
1	115	46
2	126	51
3	139	56
4	152	61
5	168	67
6	184	74
7	202	81
8	221	89
9	243	98
10	268	107
11	295	118
12	323	130
13	355	142

Fireball



"Annnnd... Fireball. Incinerates a small area, dealing high damage. Reduced damage to Crown Towers."

Summary

The Fireball is unlocked from the Training Camp (Tutorial).

It is an area damage spell with a medium radius.

A Fireball card costs 4 Elixir to cast.

It is a powerful Spell, available to cast anywhere in the Arena, dealing immense damage.

The Fireball will pushback certain surviving troops.

Strategy

The Fireball is effectively used to finish off weakened Crown Towers or buildings, and killing or badly damaging large numbers of small troops like Barbarians, Spear Goblins, or Archers. However, do not use one on a high hitpoint

troop alone like a Giant or Valkyrie as that is a waste of Elixir, unless the units have lowered hitpoints.

For low-level players, it's recommended to use Lightning instead of Fireball, because of its higher damage to both Crown Towers and Area Damage; but if it is more suited to deal damage in an AoE (Area of Effect), damaging 4+ troops and Buildings, the Fireball is recommended.

Wizards, Musketeers, Barbarians, etc. can typically survive the Fireball. A tank in front of them might be a disaster as the barely alive troops plunder your tower. Remember to finish off such cards with Fire Spirits, Zap or Arrows if they're protected!

It is effective on eliminating both of the Musketeer cards.

It won't have much effect on Giants, P.E.K.K.As, Royal Giants, and Golems. Their survival results in an Elixir loss.

It is effective against spawner cards, because they will lose health and so they will spawn less troops. However, hitting only one spawner will result in a negative trade as the spawner will typically still have enough health to make many more waves.

Fireball can be effective against Elixir Collectors, as it will lower its hitpoints enough to make an equal Elixir trade, which can become very beneficial if you also hit some troops in the blast.

Trivia

On 19/2/16, the Balance Update decreased the Fireball's Crown Tower damage by 20%.

On 29/2/16, the March Update changed the Card image.

The Fireball's description is a reference to a Clash of Clans commercial, Magic.

The Fireball and Arrows share similarities - the Fireball inflicts more damage, but has a smaller AoE (Area of Effect) than Arrows.

Statistics

Radius 	Target 	Cost 	Type 	Rarity 
2.5	Air & Ground	4	Spell	Rare

Level 	Area Damage 	Crown Tower Damage 
1	325	130
2	357	143
3	396	158
4	432	173
5	476	190
6	520	208
7	572	229
8	627	251
9	689	276
10	757	303
11	832	333

Goblin Stadium

Lightning



*"Bolts of lightning hit up to 3 enemy troops or buildings with the most hitpoints in the target area.
Reduced damage to Crown Towers."*

Summary

The Lightning is unlocked from the Goblin Stadium (Arena 1).

When cast, the Lightning will cause three bolts of lightning to rain down from the sky, targeting the 3 troops/buildings with the highest hitpoints within its AoE (Area of Effect).

A Lightning card costs 6 Elixir to cast.

Strategy

This spell can be used to finish off towers, or damage high hitpoints troops such as Giants so that they are easier to kill.

This spell is extremely effective against Barbarians, Wizards, and Witches next to enemy Crown Towers, as the spell targets the 3 troops/buildings with the highest amount of hitpoints in its radius.

As the Lightning strikes once on each target, it will strike fewer than three times if there are only one or two enemy troops/buildings within its radius, hindering its effectiveness.

If you try destroying your enemy tower at the last few seconds of the game, you must be careful, as Giants, Giant Skeletons, and other troops in its range will be rather hit by the Lightning, as in such situations the Crown Tower will have relatively low health, possibly even lower than a Skeleton.

It can be effectively used to counter Three Musketeers to create a 3 Elixir advantage.

The Elixir trade-off for using a Lightning Spell is very high, giving the enemy 1 extra Elixir in most cases. The Lightning Spell is also ineffective against troops like the Giant or Prince, so be careful with it.

A good alternative, with a smaller AoE, yet yielding higher damage is the Rocket. Although it utilizes the same amount of Elixir, the Rocket does not discriminate between troops with higher and lower hitpoints, and instead damages all troops/buildings in its radius. The Rocket is good for taking out tight groups of many units, whereas the Lightning can more easily kill dangerous troops like Mini P.E.K.K.A.s or Musketeers that are spread out and behind a tank.

Trivia











On 19/2/16, the Balance Update decreased Lightning's Crown Tower damage by 20%.

The Lightning's animation is similar to its counterpart in Clash of Clans.

In Clash Royale Lightning can only hit three buildings or troops, whereas in Clash of Clans, it can hit any troops or buildings in its damage radius.

The Zap serves as a weaker alternative to Lightning, with 1/3 of the spell's Elixir cost, but usually much less than 1/3 of the Lightning's damage. However, it can be considered more effective than the Lightning spell, as the Zap deals damage in a determined AoE (Area of Effect) whereas the Lightning only targets up to 3 troops/buildings with the highest hitpoints in its radius.

The Zap is also cheaper and thus is easier to play in urgent situations, unlike Lightning.

Statistics						
Duration	Radius	Target	Cost	Count	Type	Rarity
 1.5 sec	 3.5	 Air & Ground	 6	 x3	 Spell	 Epic
Level	Damage	Crown Tower Damage				
						
1	650	260				
2	715	286				
3	786	315				
4	864	346				
5	949	380				
6	1,040	416				
7	1,144	458				
8	1,254	502				

Goblin Barrel



"Spawns three Goblins anywhere on the Arena. It's going to be a thrilling ride, boys!"

Summary

The Goblin Barrel is unlocked from the Goblin Stadium (Arena 1).

It is a spell that launches a barrel from the player's King's Tower.

A Goblin Barrel card costs 3 Elixir to deploy.

Upon impact, the barrel ruptures open and unleashes three Goblins.

Strategy

If there is a Tombstone or Goblin Hut protected behind an Arena Tower, the player can use the Goblin Barrel to take them out quickly.

For high effectiveness, deploy a high hitpoint troop like the Knight or Giant on the chosen side. When the Tower has targeted the player's high hitpoint unit, deploy the Goblin Barrel, and they will go to work unhindered.

The above strategy also works vice versa. If you have a troop that deals high damage but has low or even moderate health, deploy the Goblin Barrel first and

then drop the troop. This strategy is effective with Hog Riders or even Mini P.E.K.K.A.s. The Goblin Barrel will draw enemy fire while the other troop easily destroys the opposing Crown Tower.

The Goblins from the Goblin Barrel have high DPS, but relatively low hitpoints. If placed accordingly with high hitpoint units that will distract the Crown Tower and any defending units, the Goblin Barrel can deal extremely high damage in a relatively short amount of time.

As Goblins have relatively low hitpoints, they can quickly be eliminated by Crown Towers. When using a Goblin Barrel to attack a King's Tower, either distract or destroy the Towers to prevent your Goblins from being destroyed.

Arrows and (almost) every other Spell can be effectively used to directly counter Goblin Barrels.

This is not the case with the Poison.

The Zap is the best and cheapest counter to the Goblin Barrel.

Do not launch the counter Spell too early, as early Spells have no effect on the Goblins, and Zap and Arrows have a very short cast time.

However, adept players can cast the Goblin Barrel in the far corner of the opposing territory, out of the radius of the defending player's Arrows instinctively cast "on" the Crown Tower. This allows the Goblins to survive.

If you have no Spells readily available, you can use cheap distracting troops and/or area damaging troops such as Bombers, Goblins or Skeletons to prevent the spawned Goblins from dealing severe damage to their intended target.

As the description says, the Goblin Barrel can be fired anywhere, allowing players to finish off buildings they cannot reach.

The Goblin Barrel can be used to force the opponent to use their Arrows, Zap, or other area damage Spells, allowing the player to swarm their opponent with cards such as the Skeleton Army and Minion Horde.

You can use Mirror to do extra damage on Crown Towers.

Trivia

On 11/1/16, a Balance Update decreased the spawned Goblins level by 1.









On 19/2/16, a Balance Update decreased the Goblin Barrel's Crown Tower impact damage by 20%.

On 21/6/16, a Balance Update decreased the Goblin spawn time to 1 sec (from 1.2 sec).

On 4/7/16, a Tournament Update decreased the Goblin Barrel's Elixir cost to 3 (from 4), increased its Goblin spawn time to 1.2 sec (from 1 sec) and removed its impact damage. Before the May Update the Goblin Barrel was able to summon level 13 Goblins while the level cap for the Goblins card was 12. The Witch was able to do the same with the Skeletons.

It is the only spell that contains troops in it.

The Goblin Barrel is one of the cards that spawns troops anywhere on the arena, the other being the Miner. The Arrows and the Goblin Barrel are the only two 'launched' Spells which don't push back affected targets.

Statistics					
Radius	Target	Cost	Count	Type	Rarity
 1.5	 Ground	 3	 x3	 Spell	 Epic
Level	Goblin level				
 1	 6				
2	7				
3	8				
4	9				
5	10				
6	11				
7	12				
8	13				

Barbarian Bowl

Rage



"Increases troop movement and attack speed by 40%. Troop buildings and summoners deploy troops faster. Chaaarge!"

Summary

The Rage is unlocked from the Barbarian Bowl (Arena 3).

It is a spell that increases the attack speed and movement speed of troops and buildings in the spell's area.

A Rage card costs 3 Elixir to cast.

The Rage is a deep purple potion packed in a bottle similar to Clash of Clans.

Strategy

The Rage spell can be used to increase the movement speed of slow troops, such as Golems, P.E.K.K.A.s and Giants.

This spell can also be used to boost spawners such as the Barbarian Hut or Goblin Hut's spawn speed, and defenses such as the X-Bow's rate of fire to extremely high effectiveness.

Rage can also be used to help rushes, and with its low cost, it can assist the Prince, Hog Rider, and other troops destroy an Arena Tower easily.

It is effective when defending your Crown Towers since it will be able to affect both your units and your buildings.

The Rage can also be used to make slow-attacking troops such as P.E.K.K.A. or Sparky attack faster.

A high risk and reward strategy is to send out a Minion Horde, then use the rage on them. If timed correctly, your opponent will miss their Arrows or Zap and Minions will quickly devastate the tower.

Trivia

On 29/2/16, a March Update made the Rage spell's effect fall off after 2 seconds, when troops leave the Rage area.

Pre-update, the Rage effect would stay with the troop, even if it left the Rage area.

On 23/3/16, a Balance Update increased the Rage's movement and attack speed boost to 40% (from 35%) and decreased its duration by 20%.

On 4/7/16, the Tournament Update changed the Elixir Collector so that the Rage will have an effect on it when the Elixir Collector is in range.

The Rage is very similar to Rage Spell in Clash of Clans, except that the spell increases attack speed instead of damage, can also speed up the fire-rate of buildings, such as the X-Bow, and boost the spawn speed of other buildings. Also, unlike the Rage Spell in Clash of Clans, the Rage does not make troops bigger.

Upgrading the Rage spell does not affect its AoE (Area of Effect) troop movement and attack speed buff, only the spell's duration.








The Rage spell is one of three cheapest Epics with a cost of 3 Elixir. (The Mirror can be cheaper, but it doesn't have a determined cost). The other cheapest Epics are Guards and Goblin Barrels.

Note that Rage does not increase damage of cards.

Rage has the largest radius of all Spells.

Troops affected by the Rage will sound higher pitched.

A level 1 Rage is dropped by the Lumberjack upon its death.

Statistics				
Radius 	Cost 	Boost 	Type 	Rarity 
5	3	+40%	Spell	Epic
Level 	Duration 			
1	8 sec			
2	8.5 sec			
3	9 sec			
4	9.5 sec			
5	10 sec			
6	10.5 sec			
7	11 sec			
8	11.5 sec			

Rocket



"Deals high damage to a small area. Looks really awesome doing it. Reduced damage to Crown Towers."

Summary

The Rocket is unlocked from the Barbarian Bowl (Arena 3).

It is an area damage spell with a small radius.

A Rocket card costs 6 Elixir to cast.

It is a damage dealing spell that launches a large missile from the King's Tower.

Strategy

The Rocket is effectively used offensively, to take down Crown Towers with low hitpoints. Therefore, it is a great endgame card, allowing a final push to be made before the timer runs out.

Considering its small radius, quick troops can easily avoid rockets.

It can also take out medium health troops such as the Musketeer, Wizard or the Witch.

It is not recommended to use Rocket against swarms of low hitpoint troops. Cheaper alternatives such as Arrows will save on Elixir in that case, as well as having a significantly larger radius.

A tight group of annoying troops you find hard to counter can all be blown away with a well-aimed Rocket.

Use the Rocket to weaken or destroy buildings, such as the Barbarian Hut, to hinder the opponent and also make way for a push. Rocketing the Barbarian Hut also yields an elixir profit.

It may not be cost effective, but if no alternatives are available, it can be used to take down Balloons very easily. As the Balloon moves slowly, aiming is easy if aimed for its shadow.

The Rocket is difficult to aim and target at moving units, as the spell has a considerable cast time and small damage radius.

This spell has a considerably long "flying time".

Aim the Rocket considerably in front of your target in order to hit it properly.

It is not a wise idea to fire the rocket at fast troops unless you can aim properly.

You can also use the Lightning spell as an alternative, as it has a bigger range and can hit up to 3 targets, along with doing instant damage.

Trivia

On 19/2/16, the Balance Update decreased the Rocket's Crown Tower damage by 20%.

The Rocket has a skull on its chassis.

Its hull looks similar to the barrel of the Goblin Barrel.

Statistics

Radius 	Target 	Cost 	Type 	Rarity 
2	Air & Ground	6	Spell	Rare

Level 	Area Damage 	Crown Tower Damage 
1	700	280
2	770	308
3	847	339
4	931	373
5	1,022	409
6	1,120	448
7	1,232	493
8	1,351	541
9	1,484	594
10	1,631	653
11	1,792	717

P.E.K.K.A.'S Playhouse

Freeze



"Freezes troops and buildings, making them unable to move or attack. Everybody chill."

Summary

The Freeze is unlocked from the P.E.K.K.A's Playhouse (Arena 4).

It is a spell that prevents all enemy units and buildings inside its radius that were placed before the Freeze from moving or attacking.

A Freeze card costs 4 Elixir to cast.

Strategy

Freeze can be used in combination with Balloons to deal immense damage to buildings and Crown Towers. The Freeze spell should be cast once the Balloon approaches the Crown Tower, disabling any enemy troops deployed to assist the Crown Tower and the Tower itself.

It can also be used in affiliation with the Hog Rider. If executed properly, the Hog Rider can inflict immense damage to the Crown Tower during the Freeze spell's duration.

It can also be used defensively to stop incoming troops such as the P.E.K.K.A, which can be devastating if it reaches your Arena Towers.

Freeze Spell's radius is just big enough to touch two towers at once. You can use this to your advantage if you have already gotten one crown tower. When your troops come to destroy another, cast the Freeze spell in between the two towers, disabling both of them!

Trivia

On 2/2/16, the February Update decreased Freeze's radius to 3 (from 4) and reduced its duration upgrade by 0.3 seconds per level (from 0.4 seconds).

On 5/18/16, a Balance Update decreased Freeze's duration by 1 sec.

The Freeze has the exact same characteristics as its Clash of Clans counterpart.



Its card picture is the same as of in CoC.

Frozen entities will also turn bright cyan.

Troops frozen by Freeze will remain frozen even if they are pushed out of the Freeze Spell's radius.

Statistics

Radius 	Target 	Cost 	Type 	Rarity 
3	Air & Ground	4	Spell	Epic

Level 	Duration 
1	4 sec
2	4.3 sec
3	4.6 sec
4	4.9 sec
5	5.2 sec
6	5.5 sec
7	5.8 sec
8	6.1 sec

Spell Valley

Zap



"Zaps enemies, briefly stunning them and dealing damage inside a small radius. Reduced damage to Crown Towers."

Summary

The Zap is unlocked from the Spell Valley (Arena 5).

It is an area damage spell with a medium radius.

A Zap card costs 2 Elixir to cast.

When used, this spell can stun enemies in its area for a brief period of time.

Strategy

The Zap is valuable for decimating small hordes of troops, as the Zap inflicts area damage.

The Zap can be also used to briefly stun enemy troops and buildings, reducing enemy DPS.

The Freeze is more effective at stunning enemies and reducing incoming damage compared to the Zap. However the Freeze spell costs double the elixir and does not deal any damage to units. Also, Zap resets a troops attack timer, while Freeze doesn't.

The Zap is particularly good at stopping the Prince and Dark Prince. The Zap will halt them and reset the Princes' charges, allowing the defending player to deploy units to counter.

It is also an effective counter to Sparky. Zap resets Sparky's charge allowing you 6 more seconds to defend against Sparky before she can attack again.

The Zap can be used to allow a brief lifeline for damaged troops and let them be able to get one extra hit in, for example stunning a tower to allow a Hog Rider to hit it one extra time.

The Zap can also be used to temporarily stun Balloons from reaching your Arena Tower, giving the defending player's Crown Towers and troops a little more time to eliminate the Balloon.

Zapping units or the opposing Crown Tower can possibly change their targets. For example, if an X-Bow is targeting a Tower and the player deploys a troop or building closer to the X-Bow than the Tower, then zaps the X-Bow, it will change target to the nearest deployed card.

The Zap and the Inferno Tower interact uniquely. A Zap cannot reset the tower's intensity of damage.

The Hog Rider + Zap combo utilizes the Zap to stop any cheap troops (or to stun defending troops) that are played to take out the Hog Rider.

A well placed Zap can destroy most or all of a Skeleton Army.

A well timed Zap on a Minion Horde defensively can allow your Crown Towers to take them out before receiving any damage.

With proper timing, Zap can be used to deny a wave from troop spawners such as Barbarian Hut, allowing the player to gain a good elixir advantage.

The same strategy can also be used against Elixir Collectors, as it will deny one Elixir if timed just correctly.

The Zap inflicts area damage similar to the Arrows.

As such, the Zap can also be an alternative to Arrows, as it inflicts slightly minor damage and brief stun at the cost of 2 Elixir, as opposed to the Arrows' Elixir cost of 3.

Trivia

On 9/2/16, the Chest Rewards & Card Balance Update increased its damage by 6%.

On 19/2/16, the Balance Update decreased its Crown Tower damage by 20%.

On 29/2/16, a March Update added a stun effect to affected targets in the Zap's AoE (Area of Effect) for 1 second and decrease its damage by 6%.

The update also changed the description from "Lightning zaps enemies, dealing damage inside a small radius. Reduced damage to Crown Towers." to the current description.

Lightning and Zap are two completely different spells, even though they have similar effects and visual appearances.






The Zap deals less damage than the Lightning spell, but it has a much lower Elixir cost, area damage, and an additional 1 second stun.

The container for the Zap (along with Poison) resembles a Dark Elixir spell from Clash of Clans.

When stunned, enemy buildings and troops turn into the same light blue color as when they are frozen by the Freeze.



Statistics

Radius 	Target 	Cost 	Type 	Rarity 
2.5	Air & Ground	2	Spell	Common

Level 	Area Damage 	Crown Tower Damage 
1	80	32
2	88	36
3	96	39
4	106	43
5	116	47
6	128	52
7	140	56
8	154	62
9	169	68
10	186	75
11	204	82
12	224	90
13	247	99

Mirror



"Mirrors your last card played for +1 Elixir"

Summary

The Mirror is unlocked from the Spell Valley (Arena 5).

The level of the copied card depends of the level of the Mirror.

When in-game, the card will display your last placed card inside the Mirror.

This does not apply if you have not used a card yet, instead it will display a question mark.

When you try to select it, text "Mirror cannot be used as first card" will show.

A Mirror card doesn't have a defined Elixir cost.

Strategy

The Mirror lets the player repeat a powerful card, such as the Goblin Barrel, leaving the opponent without Elixir to counter it.

There are a few ways around it though, since you can have one card that counters both like a splash troop, and Elixir generates at the same rate, so the Mirror user needs an Elixir advantage.

Elixir Collectors can be mirrored in order to boost the player's Elixir production, allowing them to deploy cards faster, although it will give you a profit of only 1 Elixir.

Trivia

On 2/2/16, the February Update increased its level of mirrored common cards by 4 and mirrored rare cards by 2.

On 3/23/16, a Balance Update decreased the mirrored Legendary cards level by 1.

Before it, a level 8 Mirror could allow players to mirror a Legendary card at level 6, making it the only way for most players to get a maxed level Legendary card, and since the Three Musketeers' Elixir cost was 10, it was the only card to not have their mirrored Elixir cost increased by one. Instead, the mirrored cost was still 10 Elixir.

On 3/5/16, the May Update increased the mirrored Common and Rare cards level by 1.

The same update decreased the maximum level of Legendary cards by 1, without affecting the level of mirrored Legendary cards created by the Mirror. This once again allows players with level 8 Mirrors to mirror a maximum-level Legendary card.

The Mirror is the only card that doesn't have a defined Elixir cost.









Along with Freeze and Rage, it is one of the only spells that does not do damage on its own.

It is the only spell that does not have any effect on deployed troops and has no radius.

When calculating the Average Elixir Cost of a deck, the Mirror is treated as a 2 Elixir card.

However, when listing the cards out by Elixir, the Mirror will be the first card.

Before the May Update, it was simply ignored in calculating the average cost as if the deck had only 7 cards.

Statistics				
Cost 		Type 	Rarity 	
Cost of previous card played + 1		Spell	Epic	
Level 	Mirrored Common Level 	Mirrored Rare Level 	Mirrored Epic Level 	Mirrored Legendary Level 
1	6	4	1	1
2	7	5	2	1
3	8	6	3	1
4	9	7	4	1
5	10	8	5	2
6	11	9	6	3
7	12	10	7	4
8	13	11	8	5

Poison



"Covers the target area in a sticky toxin, damaging and slowing down troops and buildings. Yet somehow leaves the grass green and healthy. Go figure!"

Summary

The Poison is unlocked from the Spell Valley (Arena 5).

It is an area damage spell with a bigger radius.

A Poison card costs 4 Elixir to deploy.

It creates a circular area in which troops and buildings are inflicted constant damage.

Troops inside the Poison's radius have reduced movement and attack speed.

It is a deep orange potion packed in a container resembling the Clash of Clans Dark Spells's ones.

Strategy

Poison can be used effectively to damage both troops and buildings.

It can be used to cripple the infamous Spawner strategy, as it slows down building spawn time and damages the Troops that spawn out of the buildings, along with the buildings themselves.

All troops from spawners have medium-low health, so the poison should kill them in a fairly short time.

Poison can also effectively support your own units or Crown Towers by reducing the attack speed of enemy units. Its damage over time may even eliminate certain low hitpoint cards such as Goblins.

Although the Freeze is usually more effective for this strategy, keep in mind that the Poison also has the advantage of dealing damage over time.

There is nothing stopping you from using both Spells in your deck. However, this is not recommended because it is better to have a larger variety of cards to use.

In case of an Overtime, the Poison should not be used as a last resort to kill an Arena Tower. Its slow damage over time can give your opponent a few more seconds of survival, possibly leading to a draw or defeat.

Trivia

The Poison was added to the game on 29/2/16 with the March Update.

On 23/3/16, a Balance Update increased the Poison's damage by 5%.

Its uses similar mechanics for its use in Clash of Clans.

Unlike in Clash of Clans, Poison damages buildings too. It also deals a fixed damage per second, unlike in Clash of Clans where it does scaling damage over time.

The Poison uses the same deployment and sound animation in Clash of Clans.

The Poison deals damage for a while even if the troop moved out of its range.

It is actually a wonder how the Poison card leaves the grass green and healthy (although Bone's Pit and P.E.K.K.A's Playhouse do not have grass in the arena).

In the May Update, the description of the Poison was changed.







The description prior to this update was "Covers the target area in a sticky toxin, damaging and slowing down troops and buildings. Remember: solvent abuse can kill!"

Troops affected by poison sound lower pitched.

The Poison is the only Dark Spell from Clash of Clans to appear in Clash Royale.

However, a form of the Skeleton Spell is in Clash Royale. It is called the Skeleton Army, and it's similar as it also summons a large amount of Skeletons. However, the exact number is considerably larger in Clash Royale.

Statistics

Radius 	Target 	Duration 	Cost 	Type 	Rarity 
3.5	Air & Ground	10 sec	4	Spell	Epic

Level 	Damage per second 	Crown Tower Damage 
1	42	17
2	46	19
3	50	20
4	55	22
5	61	25
6	67	27
7	73	30
8	81	33

Builder's Workshop

The Log



"A spilt bottle of Rage turned an innocent tree trunk into 'The Log'. Now, it seeks revenge by crushing anything in its path!"

Summary

The Log is unlocked from the Builder's Workshop (Arena 6).

It is an area damage spell.

The Log card costs 2 Elixir to cast.

When cast, The Log rolls through the Arena, dealing damage to any troops in its path and disintegrating after rolling for 9.6 tiles.

Strategy

As a cheap spell, The Log can be used to damage and push back multiple ground troops that come in your way, such as Barbarians or Goblins.

The pushback mechanic is similar to the Fireball; all small troops are pushed back and the big ones aren't.

It can be used as a counter to the Goblin Barrel.

It can be an alternative to Arrows, due to the very similar damage and radius.

The main differences are that The Log costs one less Elixir while being unable to target air troops. As such, it might be advisable to bring other splash damage cards to deal with the likes of Minions and Minion Horde.

It can also be an alternative to Zap, as both of them have the same Elixir cost. However, they have different effects when used.

If placed at the edge of the bridge, The Log can damage Crown Towers though with reduced damage.

An important note is that a well placed The Log can eliminate a Princess up to one level higher than it for a positive Elixir trade.

Trivia










The Log was added to the game on 4/7/16 with the Tournaments Update.

The Log is the only spell to have a Legendary rarity.

Unlike other spells, it can only be placed in a player's own territory.

The card's description hints at it being created by the Lumberjack.

It is the cheapest Legendary card in the game and tied with Zap for the cheapest spell in the game, at 2 Elixir.

Statistics					
Target	Width	Distance	Cost	Type	Rarity
 Ground	 3.9	 9.6	 2	 Spell	 Legendary
Level	Damage	Crown Tower Damage			
 1	 240	 96			
2	264	106			
3	290	116			
4	319	128			
5	350	140			

Goblin Stadium

Goblin Hut



"Building that spawns Spear Goblins. But don't look inside. You don't want to see how they are made."

Summary

The Goblin Hut is unlocked from the Goblin Stadium (Arena 1).

It is a spawner building that spawns a Spear Goblin every 4.9 seconds.

A Goblin Hut card costs 5 Elixir to deploy.

Strategy

The Goblin Hut should be placed on either side of your territory, as the spawned Spear Goblins will target the closest enemy cards or Crown Towers on the respective side on which the Hut is placed.

The Goblin Hut can spawn up to 13 Spear Goblins (value of 8.7 Elixir), creating a maximum profit of 3.7 Elixir.

However, since the Spear Goblins come out one by one, the damage output is low, since they are easily defeated by the enemy Crown Tower. It is advised to place troops with high hitpoints such as the Giant to shield the Goblins so that they can yield a higher damage potential.

Since the Spear Goblins deal little damage, the opponent will likely ignore them, allowing the Spear Goblins to slowly damage their Crown Towers.

All Spear Goblins can hit the tower at least once, even if they could be one-shot from the Crown Tower. This is most likely due to their speed and range that they can out-speed the Crown Tower's arrow.

In most cases, Goblin Hut should be placed far at the back of your own territory to make sure enemy troops don't attack it. As it takes damage, the building lifetime, and therefore the number of Spear Goblins summoned, is reduced.

However, in desperate situations, you can deploy the Goblin Hut in front of a Crown Tower. This makes it act as a shield to delay (if not prevent) the destruction of the Tower while spawning at least 1 Spear Goblin.

The Goblin Hut can also be used to counter other spawning buildings, like Tombstone, or Barbarian Hut, as the spawned Spear Goblins' will quickly destroy the enemy melee troops, in range.

A Goblin Hut can easily be destroyed with spell cards such as Goblin Barrel or Rocket.

The Goblin Hut is most effective during the double Elixir period. During this stage, you can put down multiple Goblin Huts very quickly.











Having low cost units in your deck is a good idea, as they will allow you to cycle through to your Goblin Hut quickly.

Having multiple Goblin Huts can let your push grow into enormous strengths. However, remember that a Spear Goblin push can easily be countered with an area damage spell or troop.

Trivia

The Goblin Hut resembles its respective counterpart, the Goblin Hut, from the Single Player Campaign, in Clash of Clans.

However, in Clash of Clans, the Goblin Hut does not spawn Spear Goblins, or any troop for that matter.

Statistics						
Spawn Speed	Target	Deploy Time	Lifetime	Cost	Type	Rarity
 4.9 sec	 Air & Ground	 1 sec	 1 min	 5	 Building	 Rare
Level	Hitpoints	Spear Goblin Level				
						
1	700	3				
2	770	4				
3	847	5				
4	931	6				
5	1,022	7				
6	1,120	8				
7	1,232	9				
8	1,351	10				
9	1,484	11				
10	1,631	12				
11	1,792	13				

Bone Pit

Tombstone



"Troop building that periodically deploys Skeletons to fight the enemy. When destroyed, spawns 4 Skeletons. Creepy!"

Summary

The Tombstone is unlocked from the Bone Pit (Arena 2).

It is a spawner building that spawns a Skeleton every 2.9 seconds.

The Tombstone also deploys 4 extra Skeletons upon its destruction.

A Tombstone card costs 3 Elixir to deploy.

Strategy

The spawned Skeletons are very good at distracting high damage, slow hitspeed enemy units, such as the P.E.K.K.A., the Prince, the Mini P.E.K.K.A., and the Giant Skeleton.

Use a Tombstone to defend a Crown Tower by spawning it in front of the Tower. This is especially effective against units which target buildings, such as the Giant and Golem.

The Tombstone can spawn up to 18 Skeletons, of which 14 are spawned normally over the lifetime of the Tombstone, and then 4 more when it is destroyed. This would cost at least 5 Elixir. Considering that a Skeleton Army costing 4 Elixir spawns 21 Skeletons in total, and the Tombstone costing 1 Elixir less than the Army, playing either cards creates no profit or loss.

Units that target buildings will easily take out the Tombstone due to its low hitpoints.

There is no need to manually destroy the Tombstone if it is alone because the Skeletons can be killed by one shot of your Crown Towers .

The Tombstone has relatively low hitpoints, which makes them completely ineffective to counter a push.

Do not place this card in a lane without any support since the Skeletons it spawns get destroyed by an Arena Tower with 1 shot and do not function well as cover troops.

Placing a Tombstone to counter a Hog Rider is usually ineffective, as the Hog Rider will ignore the Skeletons that are spawned, allowing him to get a few hits on your tower.

The Tombstone's destruction can also be used to defend against troops, such as a charging Prince. The Tombstone can be placed in the Prince's path, ending the Prince's charge and destroying the building. The 4 Skeletons spawned can then overpower the Prince.

For more effectiveness, the Tombstone can be placed near the center of the player's territory so that the Prince is drawn further away from the Crown Tower. The Prince will be distracted by the Skeletons and be unable to target the Crown Tower. The defending Towers, in collaboration with the Tombstone, can defeat the Prince quickly.

It is a good counter against the Sparky. The Tombstone spawns Skeletons faster than Sparky's rate of fire, so without support, the Sparky will remain firing indefinitely. Even if Sparky destroys the Tombstone, it still has 4 more Skeletons to deal with!

Trivia

On 9/2/16, the Chest Rewards & Card Balance Update decreased the spawned Skeletons when destroyed to 4 (from 6).

On 19/2/16, the Balance Update decreased its lifetime to 40 sec (from 60 sec).

On 18/5/16, a Balance Update increased the Skeletons' hitpoints and damage by 5%. In addition the hitpoints of the Tombstone were increased by 10%.

On 4/7/16, a Tournaments Update increased the Tombstone's hitpoints by 9%.

The Tombstone is one of the 9 cards associated with Skeletons.

The Tombstone and the Cannon are the cheapest buildings, costing only 3 Elixir.








This is also the cheapest Rare card.




The Tombstone's appearance is inspired by the Halloween headstone obstacle from Clash of Clans.

It is the building with the lowest health.

This building loses the least hitpoints per second, at 12.8 hitpoints per second at max level.

Statistics

Spawn Speed 	Target 	Deploy Time 	Lifetime 	Cost 	Type 	Rarity 
2.9 sec	Ground	1 sec	40 seconds	3	Building	Rare

Level 	Hitpoints 	Skeleton level 
1	240	3
2	264	4
3	290	5
4	319	6
5	350	7
6	384	8
7	422	9
8	462	10
9	508	11
10	558	12
11	614	13

Bomb Tower



"Defensive building that houses a Bomber. Deals area damage to anything dumb enough to stand near it."

Summary

The Bomb Tower is unlocked from the Bone Pit (Arena 2).

It is a medium range, defensive building, housing an armed Bomber.

A Bomb Tower card costs 5 Elixir to deploy.

The Tower will throw bombs, just like the Bomber, to any enemy cards in its defensive radius.

The thrown bombs have an AoE (Area of Effect) damage effect, perfect against swarming units with relatively low health such as Skeleton Army and Barbarians.

The Bomb Tower cannot attack air units.

Strategy

It's very effective against a swarm of low hitpoint troops, such as the Skeleton Army.

The Bomb Tower can be effectively placed in the radius of the player's Tower, as it will attract most enemy troops and any opposing offensive troops attacking the Bomb Tower will be targeted by the defending Arena Tower.

Keep in mind that the Bomb Tower cannot attack air units. This means that Minions can take it out without taking damage.

The Bomb Tower is a very effective counter against the Hog Rider + Barbarians push; it will attract the Hog Rider, kill the Barbarians with its splash damage, and delay the Hog Rider as it has good HP.

X-Bow and Mortar can be used to destroy the Bomb Tower without being damaged.

Trivia

On 2/2/16, the February Update increased the Bomb Tower's hit speed to 1.7 sec (from 1.8 sec).

On 9/2/16, the Chest Rewards & Card Balance Update increased the Bomb Tower's attack speed to 1.6 sec (from 1.7 sec).

On 3/5/16, the May Update decreased the Bomb Tower's lifetime to 40 sec (from 60 sec).

This update also fixed the "range bug" and decreased the Bomb Tower's range to 6 (from 6.5) but its effective range is unchanged.

On 4/7/16, the Tournaments Update increased the Bomb Tower's hitpoints by 6%.

The Bomb Tower is one of the 9 cards associated with Skeletons.

It's actually very tough, although it doesn't look like it. It can deal with a Giant Skeleton or Hog Rider without getting eliminated.













The range of the Bomb Tower is much larger than the Bomber, but its damage is equal to the corresponding level of the Bomber.

The Bomb Tower and the Furnace are the only buildings in Clash Royale that is not inspired by a structure in Clash of Clans.

However, the Furnace is similar to the Cauldron from the Halloween update of Clash Of Clans, which is arguably a structure, making the Bomb Tower the only 'true' building in Clash Royale not to be inspired by a structure.

This building loses the most hitpoints per second out of all the buildings, at 57.6 hitpoints per second at max level.

Though it houses a Bomber, the Bomb Tower has a faster hit speed (1.6 x 1.9) than the Bomber.

Statistics							
Hit Speed	Deploy Time	Lifetime	Range	Target	Cost	Type	Rarity
 1.6 sec	 1 sec	 40 sec	 6	 Ground	 5	 Building	 Rare
Level	Hitpoints	Area Damage	Damage per second				
							
1	950	100	62				
2	1,045	110	68				
3	1,149	121	75				
4	1,263	133	83				
5	1,387	146	91				
6	1,520	160	100				
7	1,673	176	110				
8	1,835	193	120				
9	2,016	212	132				
10	2,217	233	145				
11	2,436	256	160				

Barbarian Bowl

Cannon



"Defensive building. Shoots cannonballs with deadly effect, but cannot target flying troops."

Summary

The Cannon is unlocked from the Barbarian Bowl (Arena 3).

It is a single target, short ranged defensive building with low hitpoints and moderate damage.

A Cannon card costs 3 Elixir to deploy.

It fires cannonballs toward ground troops, and is unable to target air troops.

Strategy

The Cannon can be used defensively behind Crown Towers to help defend. This strategy is effective while dealing with troops that either charge (Prince, Dark Prince) which can deal unprecedented damage in short amounts of time if left alone, or even swarms of ground troops due to its high rate of fire/DPS.

Cannons can be effectively destroyed with flying air troops, such as Minions, Balloons or a Baby Dragon to demolish the defensive Building, without the player's troops being targeted.

The Cannon is best placed in the radius of the user's Crown Towers, to prevent flying troops such as Minions from destroying it.

On the other hand, if the Cannon is ever placed out of range of the Crown Towers, the attacking player can use air troops to destroy the cannon unhindered.

The Cannon can be extremely useful for taking down Barbarians or a Hog Rider if placed in the right area, gaining a elixir advantage. A Cannon/X-Bow combo or a Cannon/Inferno Tower can wreak havoc on high-hitpoint troops.

It has a short range so placing it beside the Arena Tower will render it useless against Spear Goblins, Archers and Musketeers.

Keep in mind that Musketeers can out range the cannon, so be careful when using the Cannon against Musketeers.

The player can, however, place the Cannon while the ranged troop is in the range of the Cannon to prevent ranged troops from out ranging it.

The Cannon can be used as a cheap card to distract/take out defensive buildings with its moderately high hitpoints and DPS.

Usually only defends 1 wave of attack. It either doesn't have enough duration or HP left to stand another attack.

The Cannon also makes a great distraction for dangerous troops like Princes and Balloons.

Trivia

On 2/2/16, the February Update decreased the Cannon's Elixir cost to 3 (from 6), its range to 6 (from 7), its lifetime to 40 sec (from 60 sec) and its hitpoints by 55%.

On 23/3/16, a Balance Update decreased its lifetime to 30 sec (from 40 sec).

On 3/5/16, the May Update decreased its hitpoints by 11%.













This update also fixed the "range bug" and decreased the Cannon's range to 5.5 (from 6) but its effective range is unchanged.

On 18/5/16, a Balance Update decreased its hitpoints by 5%.

On 21/6/16, a Balance Update decreased it's hitpoints by 8%.

The Cannon and the Tombstone are the cheapest buildings, costing only 3 Elixir.

The Cannon resembles the level 4 Cannon from Clash of Clans.

Statistics							
Hit Speed 	Deploy Time 	Lifetime 	Range 	Target 	Cost 	Type 	Rarity 
0.8 sec	1 sec	30 sec	5.5	Ground	3	Building	Common
Level 	Hitpoints 	Damage 	Damage per second 				
1	350	60	75				
2	385	66	82				
3	423	72	90				
4	465	79	98				
5	511	85	106				
6	560	96	120				
7	616	105	131				
8	675	115	143				
9	742	127	158				
10	815	139	173				
11	896	153	191				
12	983	168	210				
13	1,081	185	231				

Barbarian Hut



"Troop building that periodically deploys Barbarians to fight the enemy. Time to make the Barbarians."

Summary

The Barbarian Hut is unlocked from the Barbarian Bowl (Arena 3).

It is a spawner building that spawns a pair of Barbarians every 14 seconds.

A Barbarian Hut card costs 7 Elixir to deploy.

Strategy

The continual spawning of the Barbarians from the Barbarian Hut in affiliation with Tombstones and Goblin Huts can destroy an opposing Crown Tower if the building is overlooked by the opponent.

Barbarian Hut can be used defensively, and spawned in front of the player's Crown Tower in order to protect it.

Barbarian Hut can spawn up to 10 Barbarians, which would cost 12.5 Elixir to deploy manually.

This creates a total profit of 5.5 Elixir (counting in the cost of placing the Hut down).

Due to the high cost of placing a Barbarian Hut down and the total time it takes for the hut to create its maximum profit of Elixir, it is highly advised to protect the Barbarian Hut so you can maximize its potential.

With its difficulty to maximize efficiency, an opposing player can easily throw a high damage spell card, such as the Rocket and the Lightning, to greatly reduce the efficiency and the amount of spawned Barbarians.

Barbarians cannot target flying troops, so it can be destroyed by Minions, unhindered, if placed incorrectly outside of an Arena Tower's range.

Since the building summons Barbarians in pairs, it becomes even easier for splash damage troops or buildings to wipe them out one after one.

When using the Barbarian Hut, try to take out area damage cards as quickly as possible. Alternatively, you can use fast troops with high health (e.g. Dark Prince) to briefly soak up some damage.

Miner can be a very effective counter to this as it gives you a 4 Elixir advantage.

However, the Miner will not completely destroy it and it will be able to spawn a few pairs of barbarians before it runs out of health.











Trivia

On 2/2/16, the February Update increased Barbarian Hut's hitpoints by 10%.

The Barbarian Hut closely resembles the level 1 Barracks from Clash of Clans, only that it now has a blue roof; however for the enemy from the player's view, it is red. The Barbarian Hut also has a small hole in the roof that the Barracks does not have, a keg of Elixir, and is more reinforced.

Coincidentally, the level 1 Barracks only lets you train Barbarians.

The Barbarian Hut is the most expensive building in the game, costing 7 Elixir. It also has the most hitpoints with 2,816 hitpoints at max level.

Statistics						
Spawn Speed 	Target 	Deploy Time 	Lifetime 	Cost 	Type 	Rarity 
14 sec	Ground	1 sec	1 min	7	Building	Rare
Level 	Hitpoints 	Barbarian level 				
1	1,100	3				
2	1,210	4				
3	1,331	5				
4	1,463	6				
5	1,606	7				
6	1,760	8				
7	1,936	9				
8	2,123	10				
9	2,332	11				
10	2,563	12				
11	2,816	13				

X-Bow



"Nice tower you got there. Would be a shame if this X-Bow whittled it down from this side of the arena..."

Summary

The X-Bow is unlocked from the Barbarian Bowl (Arena 3).

It is a long ranged, single target offensive and defensive building with both moderate hitpoints and damage.

An X-Bow card costs 6 Elixir to deploy.

It appears to be a crossbow with wooden and rock features, blue-grey plastic bottom parts and a shining steel bolt which is its ammo. A rope pulls it behind with each hastened shot.

Strategy

An X-Bow is an excellent defensive building due to its ability to take down large numbers of small troops such as Goblins and Skeletons.

It can also be used offensively due to its range, being able to outrange the Crown Tower, making for some extremely humorous battles (11.5 vs. 8.5 tile range).

Note that the Mortar can do the same thing to Crown Towers, but it deals significantly lower DPS, has a slower fire rate, has slightly shorter range (11 tiles), and does Area Damage.

The Rocket is the most easy and effective counter to X-Bow, due to the fact that the Rocket is slow and that the X-Bow is stationary. Its high damage and its capability to be placed anywhere can easily take out a large portion of the X-Bow's hitpoints.

Air troops like Minions and Balloons are very effective at destroying X-Bows, as it cannot hit air.

In addition, you will have ample time to prepare for the X-Bow, as it takes 4 seconds to deploy. Overpower it with building-targeting troops, like Giants and Hog Riders, and back them up with Archers or Spear Goblins. Together, they will take down the X-Bow quickly, before it can target your Crown Tower.

An X-Bow backed up with some support troops or buildings, such as Spear Goblins or a Tesla, can effectively destroy a Crown Tower. Place the X-Bow behind or near such cards so that it will be protected while it destroys the opposing Crown Tower.

High hitpoint troops, such as Giants, can distract enemy troops/buildings, allowing an X-Bow to safely target and attack the opposing Crown Tower or enemy troops while the "tank" takes all the damage.

When dealing with an offensively placed X-Bow, it's quite effective to deploy a Musketeer behind the river/chasm while the X-Bow is deploying, taking out a large portion of its hitpoints before it's ready to fire.

However, beware of opposing defensive buildings/troops next to the X-Bow, as they will take down the Musketeer quickly if she is in a bad position.

Casting a Rage on an X-Bow will decrease its deploy time and increase its hit speed, rapidly inflicting damage to the targeted unit/Crown Tower, and will boost

the player's troops defending the X-Bow. Note that the Rage will reduce the X-Bow's lifetime.

Note that this costs 9 Elixir, which is very risky to play!

An X-Bow can destroy a Crown Tower single-handedly if it's ignored by the opposing player.

It's wise to deploy it alongside a card with good amount of hitpoints (the Knight) or a card of high quantity (Skeleton Army), as they can slow down enemy troops sent to destroy the X-Bow.

An X-Bow may need protection from a Bomb Tower or a Valkyrie, as it can be sometimes overwhelmed by the Skeleton Army.

Trivia

On 2/2/16, the February Update decreased the X-Bow's hitpoints by 15% and now only targets ground (from air & ground).

On 9/2/16, the Chest Rewards & Card Balance Update increased the X-Bow's deployment time to 5 sec (from 3 sec).

On 23/3/16, a Balance Update decreased the X-Bow's range to 12 (from 13).

On 3/5/16, the May Update fixed the "range bug" and decreased the X-Bow's range to 11.5 (from 12) but its effective range is unchanged.

On 21/6/16, a Balance Update decreased the X-Bow's deploy time to 4 sec (from 5 sec) and increased its hitpoints by 18%.

An upgraded Rocket is able to destroy an X-Bow completely, or deal immense damage.

If X-Bow is placed on the enemy half, it is able to target the King's Tower, inflicting an immense amount of damage and reducing the Tower's hitpoints.

X-Bow and the Mortar have the longest deployment time of all cards in the game clocking in at 4 seconds.

X-Bow has the fastest hit speed of all cards in the game, at 0.3 seconds.













In Clash Royale, the X-Bow can only target ground units, while in Clash of Clans it can be set to ground mode or ground & air mode.

However, the X-Bow was originally able to target air in Clash Royale.

This is the only building to have an Epic rarity.

The X-Bow is not a machine-gun turret, it actually only shoots 1 bolt at a time. You can see by either setting the replay speed to 1/2 or pausing it. It's just that its bolt travels at a very fast speed.

It can shoot 133 bolts in its lifetime, dealing a total damage of 5054 hitpoints at level 8, which is enough to fully destroy a level 11 King's Tower.

Statistics							
Hit Speed	Deploy Time	Lifetime	Range	Target	Cost	Type	Rarity
 0.3 sec	 4 sec	 40 sec	 11.5	 Ground	 6	 Building	 Epic
Level	Hitpoints	Damage	Damage per second				
							
1	1,000	20	66				
2	1,100	22	73				
3	1,210	24	80				
4	1,330	26	86				
5	1,460	29	96				
6	1,360	32	106				
7	1,496	35	116				
8	1,640	38	126				

P.E.K.K.A's Playhouse

Tesla



"Defensive building. Whenever it's not zapping the enemy, the power of Electrickery is best kept grounded."

Summary

The Tesla is unlocked from the P.E.K.K.A.'s Playhouse (Arena 4).

It is a single target, short ranged defensive building with both moderate hitpoints and damage.

A Tesla card costs 4 Elixir to deploy.

Strategy

The Tesla is effective against small hordes of troops, such as Skeletons, or slowly zapping away some health from moderate health troops.

The Tesla also deals moderate damage to higher hitpoint troops such as the Baby Dragon.

When it retreats underground when not attacking, the Tesla is unaffected by damage dealing spells, such as the Rocket and Lightning or targeted by any troops.

Tesla is an effective counter to the Princess and the Royal Giant when placed near the middle of the Arena, as they will have to wander into the Tesla's range in order to attack it. So when using the Princess or the Royal Giant, make sure you provoke the Tesla with another troop first to prevent them from wandering into its range and be destroyed.

The Tesla is great at distracting enemy troops that target buildings, such as the Giant and Hog Rider. By placing it in the middle of your part of Arena, the troops will target it instead of the Towers.

The Tesla's re-targeting is moderate to slow, meaning that the player should send troops in large clusters when attacking an enemy Tesla.

The Tesla can target both air and ground troops, so it is a good replacement to the Cannon.

If lured out and timed correctly, a Fireball can deal decent damage to the Tesla before it retreats.

However, this is a negative Elixir trade as the Tesla will typically not be destroyed, and only costs 4 Elixir, the same as the Fireball.

Unlike other buildings, the Tesla takes up a 2x2 space as opposed to a 3x3 space. This means that it can fit in the gap between an Arena Tower and the edge of the Arena.

This tower has similar health to Cannon. Consider placing another tower with higher health (Bomb Tower) in front of Tesla. However, don't do it if a Royal Giant or Princess is coming your way.

It takes time to get back into the ground so Spear Goblins can get a good shot at it before they die.

Trivia

On 9/2/16, the Chest Rewards & Card Balance Update increased the Tesla's damage by 7%.

On 29/2/16, the March Update decreased the Tesla's hitpoints by 5%.

On 23/3/16, a Balance Update decreased the Tesla's hit speed to 0.8 sec (from 0.7 sec) and lifetime to 40 sec (from 60 sec).

On 3/5/16, the May Update fixed the "range bug" and decreased the Tesla's range to 5.5 (from 6) but its effective range is unchanged.

On 18/5/16, a Balance Update increased the Tesla's hitpoints by 5%.

On 21/6/16, a Balance Update increased the Tesla's hitpoints by 8%.

The Tesla's mechanics are similar to its counterpart in Clash of Clans.

The Tesla is the only building which retreats underground when it finishes attacking.

The word 'electrickery' is a play on words, and a reference to the Tesla's description in Clash of Clans.






Unlike in Clash Of Clans, the Tesla does not deal double damage to the P.E.K.K.A. (or the Mini P.E.K.K.A. for that matter).





In Clash of Clans, it does not retreat underground when it is not actively attacking either. It simply remains above ground for the rest of the attack.

It resembles the level 1 Hidden Tesla from Clash of Clans.

Although the Tesla has the same range as the Cannon (5.5 tiles), the Tesla is able to target Musketeers and Princesses due to its ability to become invulnerable when not attacking, forcing them to come into its targeting range before they can fire at it.

Statistics

Hit Speed 	Deploy Time 	Lifetime 	Range 	Target 	Cost 	Type 	Rarity 
0.8 sec	1 sec	40 sec	5.5	Air & Ground	4	Building	Common

Level 	Hitpoints 	Damage 	Damage per second 
1	450	64	80
2	495	70	87
3	544	77	96
4	598	85	106
5	657	93	116
6	720	102	127
7	792	112	140
8	868	123	153
9	954	135	168
10	1,048	149	186
11	1,152	163	203
12	1,264	179	223
13	1,390	197	246

Inferno Tower



"Defensive building, roasts targets for damage that increases over time. Burns through even the biggest and toughest enemies!"

Summary

The Inferno Tower is unlocked from the P.E.K.K.A.'s Playhouse (Arena 4).

It is a single target, medium ranged defensive building with moderate hitpoints.

A Inferno Tower card costs 5 Elixir to deploy.

It casts a flaming beam that has an extremely high damage capability.

Strategy

Inferno Tower is extremely effective against high hitpoint troops such as Giants, Balloons, and Golems due to its intensified damage over time.

To effectively counter the Inferno Tower, swarm it with numerous, low Elixir cost units such as Spear Goblins or Skeletons. Due to the fact it can only burn one target at a time, the troops will overpower and outnumber the Inferno Tower and destroy it.

Since Inferno Tower is vulnerable to swarms of units such as the Skeleton Army, prepare or play a card that deals area damage such as the Bomb Tower to protect it from swarms of low hitpoint troops. This allows the Inferno Tower to last longer and deal damage to high hitpoint units while protected from low hitpoint ground units.

However, this can still be countered by high damage spells such as the Rocket or Lightning. If you are aware your opponent has such cards, try to draw them out first.

Following the update on 4/7/16, Zaps and Freezes will reset the Inferno Tower's damage charge.

Trivia

On 2/2/16, the February Update decreased the Inferno Tower's lifetime to 45 sec (from 60 sec) and made it slower to re-target enemies by 50%.

On 19/2/16, the Balance Update decreased the Inferno Tower's hitpoints by 6% and lifetime to 40 sec (from 45 sec).





On 3/5/16, the May Update fixed the "range bug" and decreased the Inferno Tower's range to 6 (from 6.5) but its effective range is unchanged.




On 4/7/16, the Tournaments Update increased the Inferno Tower's hitpoints by 6%. It will also make Zap and Freeze able to reset the damage output.

It resembles the level 1 Inferno Tower from Clash of Clans.

In Clash Royale, Inferno Tower cannot be toggled to alternate modes of fire and only targets 1 enemy at a time, while in Clash of Clans it can be toggled to single target or multi target mode.

Statistics

Hit Speed 	Deploy Time 	Lifetime 	Range 	Target 	Cost 	Type 	Rarity 
0.4 sec	1 sec	40 sec	6	Air & Ground	5	Building	Rare

Level 	Hitpoints 	Damage 	Damage per second 
1	850	20-400	50-1,000
2	935	22-440	55-1,100
3	1,028	24-484	60-1,210
4	1,130	26-532	65-1,330
5	1,241	29-584	72-1,460
6	1,360	32-640	80-1,600
7	1,496	35-704	87-1,760
8	1,639	38-772	95-1,930
9	1,800	42-848	105-2,120
10	1,978	46-932	115-2,330
11	2,173	51-1,024	127-2,560

Spell Valley

Furnace



"The Furnace spawns two Fire Spirits at a time. It also makes great brick-oven pancakes."

Summary

The Furnace is unlocked from the Spell Valley (Arena 5).

It is a spawner building that spawns a pair of Fire Spirits every 10 seconds.

A Furnace card costs 4 Elixir to deploy.

It appears to be a cast-iron steam train furnace with a bubbling cauldron of Elixir on top of it. It is also covered with various other props, including a ladder on the side of it, and a pile of firewood on the other.

Strategy

The Furnace can spawn up to 12 Fire Spirits over its lifetime, which would cost 8 Elixir to deploy manually, creating a profit of 4 Elixir.

The Furnace can be used with other spawner buildings to deal high instant splash damage.

Mirroring them can spawn four spirits at a time. Using Golem and Wizard with the two furnaces is very deadly.

If you gather up too many Fire Spirits by using cards like the Mirror, Zap can give your opponent a vast elixir profit.

The Furnace is a good counter against spawner decks although ironically it's a spawner card, due to the fact that the Fire Spirits spawned deal splash damage.

The Furnace is good at supporting counter attacks as it takes out many small troops, such as Minions, Spear Goblins and Goblins, that opponents may play due to being low on Elixir from their attack. Prepared in advance, you won't have to deal with incoming minions and vice versa, as the spawned fire spirits take care of them on their own.

If you don't have any other counters, a Furnace can stop a push with low hitpoint troops since it will immediately spawn at least one Fire Spirit, wiping out a lot of the push and acting as a distraction.

Trivia

The Furnace was added to the game on 3/5/16 with the May Update.

A Balance Update on 18/5/16 decreased the Furnace's elixir cost to 4 (from 5), its hitpoints by 14% and lifetime to 40 seconds (from 50 seconds).

On 21/6/16, a Balance Update increased the Furnace's lifetime to 50 sec (from 40 sec).











It is the second spawner to not take the appearance of a 'Hut', the first being Tombstone.

It seems that it has Elixir in the pot.

The pot on top of the Furnace resembles the Cauldron from Clash of Clans.

The pot on top of the Furnace also jumps into the air when spawning Fire Spirits.

The ladder and the stack of firewood's places on the sides on the Furnace are swapped around in game compared to the card picture, implying that the card picture is from the enemy view.

Statistics						
Spawn Speed 	Target 	Deploy Time 	Lifetime 	Cost 	Type 	Rarity 
10 sec	Air & Ground	1 sec	50 sec	4	Building	Rare
Level 	Hitpoints 	Fire Spirits level 				
1	600	3				
2	660	4				
3	726	5				
4	798	6				
5	876	7				
6	960	8				
7	1,056	9				
8	1,158	10				
9	1,276	11				
10	1,398	12				
11	1,536	13				

Builder's Workshop

Mortar



"Defensive building with a long range. Shoots exploding shells that deal area damage. Cannot shoot at targets that get very close!"

Summary

The Mortar is unlocked from the Builder's Workshop (Arena 6).

It is a area damage, long ranged offensive and defensive building with both moderate hitpoints and damage.

A Mortar card costs 4 Elixir to deploy.

It fires explosive shells slowly, and like the X-Bow, is capable of reaching an Arena Tower from your side of the Arena.

Strategy

The Mortar can be placed to eliminate large swarms of troops, or assist in eliminating medium or high hitpoint troops.

Its low hit speed means that it is less effective on higher hitpoint troops, such as the Giant.

For effectiveness, the Mortar can be placed in the center of the player's territory, preferably closer to the King's Tower, so opposing troops cannot get to the Crown Towers without defensive resistance.

The Mortar is able to target the enemy's Crown Towers from the player's own side, making it an effective offensive building.

With its cheaper cost and ability to deal area damage to Crown Towers, the Mortar can be used as a cheaper and less risky alternative to the X-Bow.

The area damage can also hurt enemy units that are close to the tower, maximizing damage output.

The Mortar is also able to damage enemy defensive buildings/troops from the player's side of the Arena to make way for a push.

It also will not get distracted by any troops like Giants that are placed near it while it's deploying due to its "blind spot".

The Mortar can fire up to 6 shots, which gives it a significantly lower damage output compared to the X-Bow.

While the Mortar is very powerful, it should be noted that fast troops such as the Hog Rider can get towards the Mortar quickly, making them untargettable due to the fact it cannot target troops that are very close to it.

It is possible for spawners to distract the Mortar, due to the quick spawning of troops that can be faster than the Mortar's fire rate and that the Mortar aims at the troop(s) that are spawned.

Trivia

On 11/1/16, a Balance Update decreased the Mortar's lifetime to 40 seconds.

On 2/2/16, the February Update decreased the Mortar's cost to 4 (from 6), its damage decreased by 40%, its lifetime to 20 sec (from 40 sec) and its range decreased to 12 (from 13).

On 9/2/16, the Chest Rewards & Card Balance Update increased the Mortar's lifetime to 30 sec (from 20 sec).

On 3/5/16, the May Update increased the Mortar's deploy time to 5 (from 3) and decreased its damage by 10%.

This update also fixed the "range bug" and decreased the Mortar's range to 4.5-11 (from 5-12) but its effective range is unchanged.













On 21/6/16, a Balance Update decreased the Mortar's deploy time to 4 sec (from 5 sec).

The Mortar and the X-Bow have the longest deployment time of all cards in the game clocking in at 4 seconds.

The Mortar has the longest hit speed of all Building cards.

It resembles the level 5 Mortar from Clash of Clans.

It is the only defense with a "blind spot" within its range.

Statistics							
Hit Speed 	Deploy Time 	Lifetime 	Range 	Target 	Cost 	Type 	Rarity 
5 sec	4 sec	30 sec	4.5-11	Ground	4	Building	Common
Level 	Hitpoints 	Area Damage 	Damage per second 				
1	600	108	21				
2	660	119	23				
3	726	131	26				
4	798	145	29				
5	876	158	31				
6	960	173	34				
7	1,056	190	38				
8	1,158	208	41				
9	1,272	229	45				
10	1,398	251	50				
11	1,536	276	55				
12	1,686	303	60				
13	1,854	333	66				

Elixir Collector



"You gotta spend Elixir to make Elixir."

Summary

The Elixir Collector is unlocked from the Builder's Workshop (Arena 6).

It is a building with moderate hitpoints that provides the player with extra Elixir.

An Elixir Collector card costs 5 Elixir to deploy.

It takes appearance similar to the Level 5 Clash of Clans Elixir Collector: a wooden building with a glass channel in between, in which elixir keeps pumping up. A pipe and a hose are fixed behind it, with elixir leaking a little from it as in the card picture.

Strategy

Use the Elixir Collector to boost Elixir production so that you can draw cards quicker than your opponent.

You can rage a Elixir Collector right before a big push, allowing your Elixir production to become very fast so you can deploy many troops quickly.

The Elixir Collector can also be used as a distraction for building targeting troops, such as Giants, as they have high hitpoints.

However, this is much less effective than other buildings, as the collector will often be destroyed due to its lowered hitpoints.

Using the Mirror with Elixir Collectors is effective due to the fact the player can place multiple Elixir Collectors at the same time, exponentially increasing the player's Elixir production. If the player continues to place them, he/she will always have their Elixir at a high amount and will be capable to defend against almost any scenario.

However, this means that you either have to have eleven elixir advantage, or be very confident about defending after spending eleven elixir in a row.

Usually, this is not effective nor is it an advisable play, as your opponent will most likely take advantage of your lack of elixir and send their push. A comeback is unexpected as your crown tower no longer protects elixir collectors behind it, which means you cannot put as much as you could have. Always let your elixir be full before using it, even on an elixir collector.

Keep in mind that the Elixir Collector is a building, so using damaging spells such as the Fireball can damage them, reducing their lifetime to produce Elixir.

Spells also cost elixir. A same level fireball will reduce the elixir collector's hitpoints by 56%. This is enough to negate 4 elixir production. This results in an even elixir trade that can easily be beneficial if troops or other buildings are also caught in the blast.

The remaining production can still be used to quickly field troops that are countered by the fireball. A Three Musketeers or Barbarians based attack can be game changing without a fireball in rotation.

Provided it doesn't get damaged, the Elixir Collector will give you a profit of 2 Elixir over its lifetime.

This is reduced to 1 elixir when it is mirrored.

It is an ideal card to place down if you have full Elixir and wish not to waste any. By putting down the Elixir Collector, not only will you be able to continue gaining Elixir, but you will have more Elixir in the future.

If you find your opponent to have a card which can eliminate an elixir collector instantly (such as a Rocket) the elixir collector can probably still serve as an invaluable ally in your deck for the whole game, as long as you draw out the rocket using another card.

Although the elixir collector is a building, it is effective to have another building in your deck, such as a Cannon, to defend against cards such as the Hog Rider. This is because these troops will be able to target your towers directly unless you have a second building.

If any player holds up 10 elixir, the Elixir Collector will not give that player 1 elixir, it instead holds it until the player uses their max elixir.

This is valuable evidence to show that they could possibly do a full-on assault, as they can play cards worth a total of 11 Elixir at once.

If you're the user playing with an Elixir Collector, letting it hold onto the 1 elixir is not good, because the Elixir Collector will still decay overtime while holding it.

Trivia

On 2/2/16, the February Update increased the Elixir Collector's production speed to 9.8 sec (from 9.9 sec).









On 3/5/16, the May Update decreased the Elixir Collector's hitpoints by 20%.

On 18/5/16, a Balance Update decreased the Elixir Collector's hitpoints by 9%.

On 4/7/16, the Tournaments Update made it affected by spell effects (Freeze, Zap, Poison, and Rage), plus the Ice Wizard's slowing.

Elixir Collector's upgrades only increases its hitpoints, not its production speed.

Unlike the Clash of Clans counterpart, hitting the opponent's Elixir Collector only decreases its hitpoints (and possibly reduces the amount of Elixir it will produce), not adding to the player's own Elixir count. Also, Goblins (of any type) don't prioritize attacking it.

Statistics					
Production Speed 	Deploy Time 	Lifetime 	Cost 	Type 	Rarity 
9.8 sec	1 sec	1 min 10 sec	5	Building	Rare
Level 	Hitpoints 				
1	580				
2	638				
3	701				
4	771				
5	846				
6	928				
7	1,020				
8	1,119				
9	1,229				
10	1,351				
11	1,484				

Gameplay

Chests



Summary

Earn chests to unlock rewards, collect new Cards and upgrade existing cards.

Silver, Golden, Giant, Magical and Super Magical Chests are earned by winning battles after the tutorial.

Each player has four chest slots, so you can only have up to four chests waiting at a time. You can still battle when your chest slots are full, but you will not be able to win a chest from that battle.

Each Chest is better than some other Chests: Super Magical > Magical > Giant > Crown > Golden > Free > Silver Chest

All chests have better rewards at higher Arenas.

Chests always contain cards from arenas that you have already passed. Unlocking a new arena adds new cards to the chest rewards - none are taken out.

If you received chests in a lower arena, it will only contain Cards from that Arena and below, even if you advance to a higher arena.

Only Free and Crown Chests can contain Gems.

Crown and Free Chests contain cards from the Arena you open it in.

Rarity

Rare Cards are 10 times rarer than Common Cards.

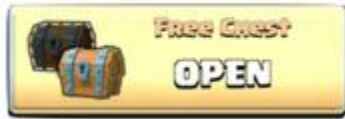
Epic Cards are 20 times rarer than Rare Cards and 200 times rarer than Common Cards.

Legendary Cards are 20 times rarer than Epic Cards, 400 times rarer than Rare Cards and 4000 times rarer than Common Cards. Source

Any chest can contain Epic Cards.

Any chest from Arena 4 (P.E.K.K.A's Playhouse) or higher can contain a Legendary Card.

Chest types



Free Chest

Free Chests are awarded for free every 4 hours.

Uncollected chests will stack (maximum 2) for unlock the next time the player is online.

After you have 2 Free Chests waiting, the timer for the next Free Chest will be stopped until you collect one of your waiting Free Chests.

Free Chests can contain 2 gems.

Crown Chest

The Crown Chest is unlocked after you win 10 crowns in battles.

Note that Friendly Battles and Training Battles will not count toward this total.

It has approximately double the rewards of a Gold Chest, and about 2/3 of the rewards of a Magical Chest (Not counting the Epic Cards).

The Crown Chest has a 24 hour cooldown that starts as soon as the previous one becomes available. This allows for a new chest to be opened at the same time every day.

Uncollected chests will stack (maximum 2) for battling the next time the player is online.

After you have 2 Crown Chests waiting, the timer for the next Crown Chest will be stopped until you collect one of your waiting Crown Chests.

Crown Chests always contain 2-4 gems.

Silver, Golden, Giant, Magical and Super Magical Chests



Chests won from battles after the tutorial could be Silver, Golden, Magical, Giant, Super Magical.

The cost to purchase Magical, Giant, or Super Magical Chests from the shop increases based on the arena the player has unlocked. The higher the arena is, the higher the cost since chests from higher arenas contain more rewards.

The Silver Chest has no guarantee on the rarity of the cards you will get. The Golden Chest guarantees a few Rares, the Magical Chest guarantees Rares and Epics, the Giant Chest guarantees a large number of Rares. Super Magical Chests guarantee the highest number of Rares and Epics and also have the highest chance of obtaining a Legendary Card!

Trivia

On 29/2/16, the March Update added the Giant and Super Magical Chests.

Before it, Silver and Golden Chests were available in the shop in place of the Giant and Super Magical Chests.

On 3/5/16, the May Update doubled the rewards of the Crown Chest, and doubled the chance of getting a Super Magical Chest.

It also reduced by 20% the gold into all the chests with the exception of Crown/Free.

In addition, it modified the chest cycle to have one extra Giant Chest and one extra Magical Chest, at the cost of two Golden Chests.

On 4/7/16, the July update made a small tweak to Gold in chests. It also added a new type of Chest: the Tournament Chest, won by placing in the top half of a tournament.

Since you can hold up to 2 Free Chests, you can log in once every 8 hours to collect without losing any possible "Free Chest time". This also means you can get up to a maximum of 6 Free Chests per day.

Free Chests contain about the same rewards as a Silver Chest.

Wooden Chests can not be obtained by winning battles, except in the tutorial.

After winning the fourth match in the tutorial, it rewards you with a chest that guarantees you with an Epic Card.

Chests are not determined by chance, they are determined by a cycle.

The cycle does not advance if you have no empty chest slots. You must have a chest slot open to get the next chest and move forward in the cycle.

There are 180 Silver Chests, 52 Golden Chests, 4 Magical Chests and 4 Giant Chests in the 240 chests cycle.

Super Magical Chests are the only chests given by chance.

Instantly opening a chest always costs 1 Gem per 10 minutes, rounded up. Skipping longer waiting time doesn't decrease the gem cost divided by time.

There is a big jump from Arena 8 chests to Arena 9 chests. This fits as the trophy requirement has a big jump from Arena 8 to Arena 9 (2300 to 3000).

Because of the respective amounts, buying a Super Magical Chest can be considered as buying six Magical Chests at once (disregarding small differences due to rounding) and at a discount, as the Super Magical Chest's price is slightly lower than six times the Magical Chest's price at the same Arena, just like buying a wagon of gold can be considered as buying ten buckets of gold at a 10% discount.

The amounts of gold in Free Chests and Crown Chests are 7-8 times the number of cards they contain, and 5-7 times for the battle chests.

Trophies

Summary

Trophies are a player's or Clan's skill ranking.

Players can gain or lose Trophies by either winning or losing battles. If the player defeats another player stronger than them, they will get 1-10 more trophies. But if they lost, then they will lose 1-10 less trophies and vice versa.

Getting a certain number of trophies unlocks a new Arena. For example, 400+ Trophies is required to unlock the Bone Pit (Arena 2).

Arena Unlocks

- Arena 1, Goblin Stadium, is unlocked upon completing the tutorial.
- 400 🏆 unlocks Arena 2, Bone Pit.
- 800 🏆 unlocks Arena 3, Barbarian Bowl.
- 1,100 🏆 unlocks Arena 4, P.E.K.K.A.'s Playhouse.
- 1,400 🏆 unlocks Arena 5, Spell Valley.
- 1,700 🏆 unlocks Arena 6, Builder's Workshop.
- 2,000 🏆 unlocks Arena 7, Royal Arena.
- 2,300 🏆 unlocks Arena 8, Frozen Peak.
- 3,000 🏆 unlocks Arena 9, Legendary Arena.

Trivia

Trophies are similar to those of the same name in Clash of Clans, if not almost identical. After entering an Arena, you can lose up to 50 trophies below the required amount before receding back to the previous arena. If you're only a few trophies away from reaching the next arena, you will still be able to do a couple of battles and win chests from that arena, as many of your opponents will be in that arena. Trophies you gain are deducted from your opponent's trophy count. The amount of trophies you gain and lose are based on how much more or how much less trophies an opponent has compared to yours, if your opponent has more, then you will lose less trophies and vice versa. If you win a match and your opponent has no more trophies to be deducted, you will still gain 30+ trophies while the opponent loses nothing.

Experience



"King Level indicates the strength of your king and towers."

General Information

- Known as "King Level", this indicates the level of your Crown Towers.
- Experience is gained by upgrading cards and donating cards to your clanmates.
- Experience can also be earned by completing Achievements.
- Experience gained from upgrades are listed on the card at time of upgrade.
- Experience gained from donations vary based on the card type donated (1 Rare card is worth 10 🌟, but 1 Common card is worth 1 🌟).

Unlockables

Level 1 (start of game) unlocks TV Royale and Shop.

Level 3 unlocks Clans.

Level 4 will give you a single chance to change your name that can be done at any time afterwards in the Settings menu.

Level 8 unlocks Tournaments.

Trivia

Level 13 was added in the May Update on 3/5/16.

If you upgrade all of your cards to max level, you can reach Level 13 with 32,261 Experience left over (assuming you do not complete any achievements, and never donate).

Statistics

Experience Level 	Arena Tower HP 	Arena Tower Damage 	King's Tower HP 	King's Tower Damage 	Experience Needed for the Next Level 
1	1,400	50	2,400	50	20
2	1,512	54	2,568	53	50
3	1,624	58	2,736	57	100
4	1,750	62	2,904	60	200
5	1,890	67	3,096	64	400
6	2,030	72	3,312	69	1,000
7	2,184	78	3,528	73	2,000
8	2,352	84	3,768	78	5,000
9	2,534	90	4,008	83	10,000
10	2,786	99	4,392	91	30,000
11	3,052	109	4,824	100	40,000
12	3,346	119	5,304	110	80,000
13	3,668	131	5,832	121	N/A*

*Upon filling the Experience meter at level 12, the bar remains filled at 80,000/80,000 while the Experience level increases to 13. Level 13 is currently the maximum level possible.

Clans

Summary

Clans are a feature where players can congregate and try to push themselves to their best potential while receiving and giving help from friends and competing with other clans, to prove their skill in Clash Royale.

Once you reach level 3, you are allowed to join or start a Clan.

It costs 1,000 Gold to start a clan.



The Clan Tag provides a simple way to search for clans.

Clans can have up to 50 members.

You can make Friendly Battles in a clan.

In a clan, you are able to share replays from both your own battle log and TV Royale.

Donations and Requests

While in a Clan, you are able to donate and request cards to clanmates.

You can request every 8 hours for cards of your choosing. You are allowed to request for any Common or Rare card you have unlocked. You get more donations as you get into a higher Arena as well as you can donate more rares and commons too.

You will receive 1 XP and 5 Gold for each Common card donated or 10 XP and 50 Gold for each Rare card donated. Clan-wide donations are reset on a weekly basis.

Achievements





Completing Achievements gives you rewards in the form of Experience and Gems. Your Achievements will also appear in Game Center, Google Play Games and on your Player Profile. Each Achievement gives you a set amount of Game Center or Google Play Games XP points.

There are 8 Achievements currently available:







Achievements

Team Player

- Join a Clan.
- There is only one level, which gives all three Stars. This will give you 10  and 100 







Friend in Need

- Donate Cards.
- There are three levels to this achievement.

1. 25 cards donated: 5  and 3 
2. 250 cards donated: 10  and 5 
3. 2,500 cards donated: 20  and 10 







Road To Glory

- Reach certain Arenas.
- There are three levels to this achievement.



1. Arena 2: 5  and 3 
2. Arena 4: 10  and 5 
3. Arena 6: 20  and 10 

Gatherer

- Collect a certain amount of Cards.
- There are three levels to this achievement.





1. 20 cards: 5  and 3 
2. 30 cards: 10  and 5 
3. 40 cards: 20  and 10 

TV Royale









- Watch a replay from the TV Royale menu.
- There is only one level, which gives all three Stars. This will give you 5  and 5 

Tournament Rewards



- Win a certain amount of Cards from Tournaments.
- There are at least 2 levels to this achievement:

1. 1,000 Cards: 10  and 10 
2. 20,000 Cards: 20  and 20 

Tournament Host

- Create and finish Tournaments.
- There are 3 levels to this achievement:
 1. One tournament. This will give you 50  and 500 . The cheapest Tournament costs 500  to create, basically making Tournament Host a free 50 .
 2. 10 tournaments. This will give you 50  and 500 .
 3. 50 tournaments. This will give you 50  and 500 .

Tournament Player

- Join a Tournament.
- There is only one level, which gives all three Stars. This will give you 5  and 5 .

Totals

Total Experience available from Achievements: at least 290 

Total Gems available from Achievements: at least 1,679 

Total amount of levels and achievements: 18

Trivia

- The Friend in Need achievement is based on the Clash of Clans achievement, Friend in Need, which is for donating troops.
- The Tournaments Update added three tournament-related achievements.

Currencies

Gold

Summary

Gold is the basic resource of Clash Royale. Gold can be used to upgrade Cards, buy cards from the Shop, or to create a Clan.

Gold is found in Chests and received from donating Cards to your Clan. It can also be bought with Gems.

The maximum amount of Gold any player can have at one time is 1,000,000 Gold.

How to find Gold

Gold is found in every chest. The amount varies based on the chest. See the Chests page.




You can also get Gold by donating cards:





You get 5 Gold for each common card and 50 Gold for each rare card donated.


After you have maxed out a Card, you can still store additional copies of that Card in your collection, with the number of copies you can store depending on its rarity (100 Common, 10 Rare, 1 Epic and 1 Legendary). Any additional copies above this limit will automatically be converted into gold; with Common cards being worth 5 Gold, Rare cards being worth 50 Gold, Epic cards being worth 1,000 Gold and Legendary cards being worth 20,000 Gold.

Victory Gold

You can earn Gold by winning an Arena match, this can be done a maximum of 20 times daily.




Arena		Victory Gold
Name	Number	
 Goblin Stadium	1	5
 Bone Pit	2	7
 Barbarian Bowl	3	9

 P.E.K.K.A's Playhouse	4	11
 Spell Valley	5	12
 Builder's Workshop	6	14
 Royal Arena	7	15

 <p>Frozen Peak</p>	8	16
 <p>Legendary Arena</p>	9	20

Gold purchase

- You can also purchase Gold for the following amounts of Gems:

Image in Shop	Name	Gold pieces	Gems
	1 Pouch	1,000 Gold pieces	60 Gems
	1 Bucket	10,000 Gold pieces	500 Gems
	1 Wagon	100,000 Gold pieces	4,500 Gems

Gold Usage

Use your Gold to upgrade your cards, the amount needed increases as the card levels increase.

In addition, you can buy extra cards from the Shop, with a starting cost of 2 Gold for Common, 20 for Rare, 2,000 for Epic and 40,000 for Legendary cards.

You also need 1,000 gold to start a Clan.

Trivia

On 3/5/16, the May Update increased the maximum Gold cap to 1,000,000 (from 500,000).

You can make profit by buying two Common and Rare cards each. They cost 2+4 (6) Gold and 20+40 (60) Gold respectively. Donating each Common card gives 5 gold which gives you a profit of 3+1 (4) gold. Donating a Rare card gives 50 gold which gives you a profit of 30+10 (40) gold. Overall profit from this is 44 Gold.

Gems



"Gems can be used to buy gold or speed up the unlocking of chests."

Summary

Gems are the premium currency of Clash Royale.

When players first download the game, they begin with 100 Gems. Additional Gems can be earned in-game by completing Achievements, opening Chests, or purchased with real money.

Free Chests and Crown Chests are the only chests to contain gems, containing 2-4 gems.

Free Chests don't always contain Gems, but Crown Chests always do.

Purchasing Gems

Gems can be purchased from the shop for the following amounts: (All Amounts in \$USD)

Image in Shop	Price (USD)	Gems	Name	Gems per Dollar (USD)
	\$0.99	80	1 Fistful	80 gems / 1 dollar
	\$4.99	500	1 Pouch	100 gems / 1 dollar
	\$9.99	1 200	1 Bucket	120 gems / 1 dollar
	\$19.99	2 500	1 Barrel	125 gems / 1 dollar
	\$49.99	6 500	1 Wagon	130 gems / 1 dollar
	\$99.99	14 000	1 Mountain	140 gems / 1 dollar

Interfaces

Shop

Summary

The Shop includes Cards, Treasure Chests, Gems, and Gold.

The Shop is unlocked at Goblin Stadium (Arena 1).

EPIC SUNDAY SHOP



The shop. Note how it's Epic Sunday, so there's double as many cards, and how there are Legendary cards available occasionally (like now) since the player is in the Legendary Arena.

Cards

The selection of Cards in the shop changes daily.

Below Arena 9, this selection is chosen from all non-Legendary cards unlockable from your Arena, including those you have not unlocked yet.

At Arena 9, Legendary cards will occasionally show up in the shop, again including those you have not unlocked yet.

You can buy several of the same card, but the price increases linearly with each subsequent purchase.

3 random Cards are shown everyday, except Sundays. The cards can be of different rarities or even occasionally having 2 of them of the same rarity. (i.e. 2 epics and 1 common)

On Sundays (Epic Sunday), 6 different Cards are shown, instead of 3 different cards.

In a daily rotation, each player can buy up to 100 Commons, 50 Rares, 10 Epics, or 3 Legendaries, at increasing prices once one of the respective card rarities are bought. (If a legendary card shows up in the shop, one of the other rarities will not.)

The prices of common cards start at 2 Gold, the prices of rares start at 20 Gold, the prices of epics start at 2,000 Gold, and the prices of legendaries start at 40,000 Gold.

The prices for the various rarities of cards purchased increases, represented by the following equations: Commons, $y=2x$ gold, Rares, $y=20x$ gold, Epics, $y=2,000x$ gold, and Legendaries, $y=40,000x$ gold, where x is the number of the card being purchased, and y being the cost of the card.

The total cost to buy the first x cards for each rarity is given by the equations: Commons, $y=x(x+1)(2,4,6,8,10 \text{ etc.})$ gold; Rares, $y=10x(x+1)(20,40,60,80,100 \text{ etc.})$ gold; Epics, $y=1000x(x+1)(2000,4000,6000,8000 \text{ etc.})$ gold, and Legendaries, $y=20000x(x+1)(40000,80000,120000)$ gold, where y is the total cost and x is the number of cards bought.

Legendary cards don't show up at the shop below Arena 9, so you can only obtain them by opening Chests in all other Arenas.

When tapping a card in the Shop, the card will flip over and display a white question mark on a background of the rarity color.

All of the cards of one type can be bought at once if the player has enough Gold to do so.

Card Price Calculator		
Rarity	Number of Cards	Total Cost (Gold)
Common ▼	1 ▲▼	2

Treasure Chests

You cannot buy Wooden, Free, Silver, Golden, or Crown Chests.

The arena number chest you can get corresponds with your current Arena.

The price for each varies according to your current Arena.

Different chests give you different rewards. Super Magical chest have a higher chance of getting legendaries than Magical chest, which in turn have a higher chance of getting some than a Giant chest.

The better the Chest is, the better the rewards (more gold, more cards, and higher rarity of the cards) will be.

The exception is Giant chest, which drops approximately 3 times as much gold as the Magical chest. However, the Magical chest drops a variety of cards (various Commons, Rares and some Epics). On the other hand, it is very uncommon to get cards with a higher rarity than Rare in a Giant chest, instead you get large amount of 1-2 Commons (80+ combined or higher dependent on Arena) and a good amount of the same Rares (10-25 partially dependant on arena).

The Giant chest can potentially drop better loot than the Magical chest. However the Magical chest is much more reliable.

Arena Number	Giant Chest Cost 	Magical Chest Cost 	Super Magical Chest Cost 
1	210	320	1,600
2	250	400	2,100
3	300	470	2,500
4	320	500	2,800
5	350	600	3,100
6	380	600	3,400
7	410	700	3,700
8	440	700	4,000
9	490	800	4,600


Gems

- The price of [Gems](#) depends on the player's country.
- There are 6 [Gem](#) bundles available to be purchased.

Name	
Fistful of Gems	80
Pouch of Gems	500
Bucket of Gems	1,200
Barrel of Gems	2,500
Wagon of Gems	6,500
Mountain of Gems	14,000

Gold

- There are 3 [Gold](#) bundles available to be purchased.

Name	Amount of Gold		Gold per Gem
Pouch of Gold	1,000	60	16.67
Bucket of Gold	10,000	500	20
Wagon of Gold	100,000	4,500	22.22

Value

This table summarizes the value in USD of various purchases in the game.

	Mountain of Gems	Wagon of Gems	Barrel of Gems	Bucket of Gems	Pouch of Gems	Fistful of Gems
Dollar Price	\$99.99	\$49.99	\$19.99	\$9.99	\$4.99	\$0.99
Gems Received	14000	6500	2500	1200	500	80
Gold Received	320000	140000	50000	23000*	10000	1000*
Gems for \$1	140.01	130.03	125.06	120.12	100.20	80.81
Gold for \$1	3200.32	2800.56	2501.25	2302.30	2004.01	1010.10
Unlock Silver Chest	\$0.13	\$0.14	\$0.14	\$0.15	\$0.18	\$0.22
Unlock Gold Chest	\$0.34	\$0.37	\$0.38	\$0.40	\$0.48	\$0.59
Unlock Giant Chest	\$0.51	\$0.55	\$0.58	\$0.60	\$0.72	\$0.89
Unlock Magical Chest	\$0.51	\$0.55	\$0.58	\$0.60	\$0.72	\$0.89
Unlock Super Chest	\$1.03	\$1.11	\$1.15	\$1.20	\$1.44	\$1.78
Buy Common	\$0.001	\$0.001	\$0.001	\$0.001	\$0.001	\$0.002
Buy 100 Commons	\$3.16	\$3.61	\$4.04	\$4.39	\$5.04	\$10.00
Buy Rare	\$0.01	\$0.01	\$0.01	\$0.01	\$0.01	\$0.02
Buy 50 Rares	\$7.97	\$9.11	\$10.19	\$11.08	\$12.72	\$25.25
Buy Epic	\$0.62	\$0.71	\$0.80	\$0.87	\$1.00	\$1.98
Buy 10 Epics	\$34.37	\$39.28	\$43.98	\$47.78	\$54.89	\$108.9
Buy Legendary	\$12.50	\$14.28	\$15.99	\$17.37	\$19.96	\$39.60
Buy Giant Chest	\$2.93	\$3.15	\$3.28	\$3.41	\$4.09	\$5.07
Buy Magical Chest	\$5.00	\$5.38	\$5.60	\$5.83	\$6.99	\$8.66
Buy Super Chest	\$26.43	\$28.46	\$29.59	\$30.80	\$36.93	\$45.79

*The bucket and fistful of Gems leave the player with 20 Gems after converting the full amount to gold.

Trivia

On 29/2/16, the February Update changed the Silver and Golden Chests available in the shop with Giant and Super Magical Chests. On 3/5/16, the May Update changed the cost rate of all cards in the shop to a linear growth (from exponential growth) and made occasionally possible to buy Legendary Cards for the players that have reached the Legendary Arena (Arena 8) In addition, it redesigned the shop, adding a shopkeeper holding an animated clock. After the update on 3/5/16, it is now possible to have two commons or two epics in the shop on that specific day. However, this may be considered as bug and fixed in next updates.

Player Profile

Summary

The Player Profile displays information about a player including player information, statistics, Battle Deck, and Experience level.

Player Information

The Player Profile is headed by the player's general information. This includes:

Player Name

Player Tag

Clan

Trophy Count

Arena Level

At the bottom of the section there is a button labelled Clan. Tapping it will redirect the viewer to the player's Clan page.

Stats Royale

The Stats Royale section shows the player's statistics:

Wins

Three Crown wins

Highest Trophies

Current favorite Card

Cards found

Total Donations

Tournament Stats

The Tournament Stats section shows statistics about the player's Tournament activity:

Matches played

Cards won

Battle Deck

The Battle Deck section lists the cards of the player's currently selected Battle Deck and their levels. Tapping on a card will reveal its stats. The average Elixir cost of the deck is displayed under the Battle Deck.

If you have all 8 cards of the player's Battle Deck, you can copy the player's Battle Deck.

Player Level

With the player's Experience Level at the top, the Player Level section also lists the stats of the player's King's Tower and Arena Towers:



Hitpoints



Hit speed



Range



Damage

TV Royale



Summary

TV Royale is unlocked at the Goblin Stadium (Arena 1).

TV Royale showcases battles between two players in the game.

A new TV Royale replay is added every hour.

TV Royale has 9 different channels, one for each Arena. This allows the player to view battles of different levels.

Despite this, some of these battles may take place in a higher Arena. For example, a TV Royale replay in the Builder's Workshop channel may take place in the Royal Arena.

TV Royale is a place for players to see players' close battles.

A battle replay will disappear from TV Royale after 24 hours.

You will be notified when a clanmate's battle is featured in TV Royale.

Generally, battles in TV Royale will be upset matches, three crown draws, and close calls.

What you can see in the results

The competing players, their Clan and its icon.

Clicking on a player gives you the option to view their Profile and Clan.

The Battle Deck they used.

Clicking on a card shows its stats.

How many players have watched the replay.

Once watched, a replay will turn gray, "watched" will appear at the top and the number of Crowns gained by both players will be shown.

Trivia

On 11/1/16, an update changed the upload frequency from 2 replays every 3 hours to one replay every hour.

On 3/5/16, the May Update made available 8 different channels, 1 for each Arena.

Before it, the TV Royale showed only replays from the top players.

On 4/7/16, the TV Royale button was shifted to the Battle section at the middle to make room for the Tournaments button. It was also tweaked so the Arena 9 (Legendary Arena) channel showed more replays from top players rather than close calls, similar to its original function.

You can view the stats of cards you haven't unlocked in the TV Royale.

Loading Screen Hints

There are many different hints that show up on the loading screen when you launch the game or search for an opponent right before a battle begins. Most hints will give you good tips about the game. However, a few are purely just for entertainment purposes.

- 10 Elixir is the maximum you can hold.
- All buildings slowly lose hitpoints, expiring after a set amount of time.
- All Crown Towers target both ground and air troops.
- Balance your Battle Deck with troops that can target both ground and air.
- Balloon drops a bomb when destroyed. Don't stand still.
- Big troops are vulnerable to groups of small troops.
- Bomb Tower is good against groups of small troops.
- Break the Dark Prince's shield first, then you can start to whittle down his hitpoints
- Cards come in three levels of rarity: Common, Rare and Epic.
- Common Cards can be upgraded to level 13.
- Complete achievements to earn Gems!
- Create and finish your first tournament to receive 500 Gems for completing the achievement.
- Crown Chests and Free Chests are based on your current Arena.
- Damage spells like the Fireball deal half damage to Crown Towers.
- Destroy more Crown Towers than your opponent to win!
- Destroy the enemy King's tower to get an instant victory!
- Donating cards to your Clan gives experience and Gold, and makes you feel all warm and fuzzy inside.
- Dropping Trophies isn't beneficial, because chests from higher Arenas give you a lot more Gold and many more Cards!
- During battle, your starting cards are randomly selected from your Battle Deck.
- During sudden death, the first player to get a Crown wins.
- Each battle can last three minutes, possibly extended by a minute of sudden death tiebreaker.
- Each Sunday the Shop contains twice as many cards!
- Elixir generates automatically during battle. Playing a card costs Elixir.
- Elixir production is doubled during the final 60 seconds.
- Epic Cards can be upgraded to level 8.
- Every 24 hours you can collect 10 Crowns to unlock the Crown Chest.

- Experts have long believed that lightning is attracted to tall objects, however, new research indicates that lightning is, in fact, attracted to high hitpoints.
- Free Chests and Crown Chests are the only chests which can contain Gems.
- Gain experience by upgrading your cards.
- Gain Trophies to access new Arenas, which unlock more cards.
- Giants can be effective on defense, too.
- Giant Skeleton carries a large bomb, which he carelessly drops when destroyed. Oops!
- Giants target buildings and ignore enemy troops.
- Goblins only joined the Arena after their union signed a lucrative contract with the Royales.
- Goblin Huts and Barbarian Huts spawn troops every few seconds.
- Gold Chests always contain at least one Rare Card.
- Golem explodes when destroyed and splits into two smaller Golemites.
- Golem has a heart made of stone.
- Golems target buildings and ignore troops.
- Groups of small troops are vulnerable to area damage.
- Higher Arena chests contain more cards and Gold.
- Hog Riders can jump over the river.
- Ice Wizard is the coolest of casters. He flings ice shards which slow enemy movement and attack speed.
- Inferno Tower's damage increases over time while attacking the same target.
- Join a Clan and receive 100 Gems for completing the achievement.
- Knight followed by Archers is a simple and effective strategy.
- Legendary Cards can be found in the shop once you've reached the Legendary Arena.
- Lure troops to your side of the Arena to engage them with your Crown Towers.
- Magical Chests always contain at least one Epic Card.
- One day, Wall Breakers realized that they could do a lot more damage if they THREW the bomb instead of sat beside it. Imagine that...
- Overkill isn't in Sparky's dictionary.
- Play multiple cards together to create a stronger push.
- Poison covers the area in a sticky toxin, damaging and slowing down enemy troops and buildings.
- Poison deals damage over time, while slowing troop movement and attack speed. It smells nasty, too.
- Prince deals double damage to the first target he strikes while charging.
- Protect squishy troops by deploying durable troops in front of them.

- P.E.K.K.A and Mini P.E.K.K.A are easily distracted, but they hit like a truck.
- P.E.K.K.A: No-one knows what's behind that mask. Maybe even another mask.
- Rage increases movement and attack speed.
- Rare Cards can be upgraded to level 11.
- Rarer chests contain more cards and Gold.
- Save your Elixir to play multiple cards at once.
- Some defensive buildings only target ground troops, while others target both ground and air.
- Some troops deal area damage, hitting multiple units at once.
- Sometimes holding on to a card is the best play to make.
- Sometimes it's worth pushing for a three-Crown victory. Sometimes securing two Crowns is the smarter play.
- Spectate tournament games by tapping the "eye" icon on the tournament leaderboard.
- Super Magical Chests can be won from battle, but they're incredibly rare!
- Super Magical Chests have the highest chance of containing a Legendary card.
- Support durable troops by deploying ranged troops behind them.
- Tesla cannot be damaged while underground, and only pops up when enemy troops are in range.
- The biggest Tournament Chests contain guaranteed Legendary Cards!
- The King only joins the fight after taking damage or losing a Crown Tower.
- The Lava Hound is a majestic flying beast. The Lava Pups are less majestic angry babies.
- The Lumberjack and the Log goes way back.
- The Princesses protect the King from atop their Crown Towers.
- The selection of cards available in the Shop refreshes every 24 hours.
- The Wizard can control all elements, except his hair.
- There are rumors about a card type rarer than Epic...
- There are three types of card: Troops, Buildings and Spells.
- Three Musketeers pack triple the punch of one, at a little over double the cost. Value!
- Tombstone releases a group of Skeletons when destroyed.
- Tournaments are created using your location to ensure quicker matchmaking and more spectators!
- Tournaments are free to join and have HUGE prizes!
- Tournaments are played using the Tournament Rules level caps.
- Tournaments unlock at level 8.

- Trophies that you win are deducted from your opponent's Trophies!
- TV Royale contains some of the best games played recently. Watch and learn!
- Upgrading cards makes them more powerful, but their Elixir cost remains the same.
- Use Arrows to stop a group of small troops.
- Use taunts to show your opponent you're a good sport. Or not.
- Using Elixir efficiently is the key to victory.
- When deployed, all troops march towards the enemy King, attacking their preferred targets along the way.
- X-Bows and Mortars can directly damage your opponent's Crown Towers if positioned near the middle.
- You can deploy on your opponent's side of the Arena after destroying one of their Crown Towers.
- You can play in one tournament at a time.
- You can take eight cards from your collection into battle. This is your Battle Deck.
- You get a free chest every four hours, and can collect up to two.
- You receive Gold for each win, even when your chest slots are full.
- Your experience level indicates the strength of your King and Crown Towers.
- Your opponents are selected based on your Trophy count.

Notifications

Notifications

Message	Trigger	Can appear while device is not connected to the Internet
Free treasure chest is waiting for you!	When the player receives a Free Chest	Yes
Crown chest available, time to battle!	When a new Crown Chest becomes available	Yes
<chest rarity> unlocked!	When a Chest has been unlocked	Yes
Oops! You forgot to unlock a chest!	When the player logs off for 5 minutes without starting a Chest unlock	Yes
Card request available!	When the player can request cards from their clan	Yes
Epic Sunday: more cards available in Shop!	At the beginning of Epic Sunday, where there are 6 cards in the Shop instead of the usual 3	Yes
Another top player is looking for a match!	When you are near the top of the leaderboards, another player begins searching for a match	No
You have new Clan mail!	When a player in your clan sends clan mail	No
Re: <customer support ticket info> *	Customer service agent replies to your ticket	No

*Notifications regarding a customer support ticket can appear even while you are logged into your game.